



## SWAC CONSITUTION, BYLAWS AND SPORT REGULATIONS GAMEDAY POLICIES FOR BANDS & SPIRIT GROUPS

### FOOTBALL REGULATIONS

#### Game Policies

#### Band and Spirit Groups

##### 1. Field Clearance

Cheerleaders, bands, spirit groups, and mascots are prohibited from coming onto the playing field at Conference football contests while play is in progress, and Conference referees shall not have discretionary authority in this area, as permitted by NCAA football rules.

##### 2. Explosive Device

The safety of the spectators and participants is of primary concern at SWAC football games. Accordingly, the use of fireworks, cannons, and other explosive devices shall be prohibited. Fireworks may be used only outside the stadium and under the direction of a qualified pyrotechnics expert. Cannons may be used only outside the stadium and, additionally, at a distance which will ensure no game spectator will be injured by any mishap. In any such instance, applicable local statutes and campus regulations of a more restrictive nature must be observed.

##### 3. Procedures and Regulations for Bands (Effective 5/29/08)

Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals.

A. Once the offensive team breaks the "Huddle" and approaches the line of scrimmage, the band shall cease playing. Bands shall not play music while the ball is in play, or while signals are being called by the quarterback. It is not permissible to use:

1. Drum rolls or beats.
2. Cymbal's clashing.
3. Horn sounds; or
4. Any other kind of musical instrument while the ball is in play.

B. It is designated that for all Conference games the visiting band is allowed to perform during the first dead-ball, team, or official timeout. The home team band will be allowed to play during the next dead-ball, team, or official timeout. From that point on, both the visiting team and home team bands shall alternate playing during breaks in play for the rest of the contest. At no time are both bands allowed to play simultaneously during the game.

- 1st Timeout Visiting Team Band
- 2nd Timeout Home Team Band
- 3rd Timeout Visiting Team Band

- 4th Timeout Home Team Band
  - 5th Timeout Visiting Team Band
  - 6th Timeout Home Team Band
- C. The half-time intermission shall be limited to 20 minutes. The clock will start immediately when both teams and the game officials clear the field.
- Visiting Team Band shall play first
  - Home Team Band shall play second
- D. No penalty flags will be thrown, nor will any team be penalized. The referee will stop play and announce to the fans that he is asking the band to stop playing. This will also signal the public address announcer to make the same request. The game officials will do this once per team.

Any additional violations should be reported to the Coordinator of Football Officials who in turn will advise the Conference office. Bands found to have violated the policies listed may be subject to the following penalties:

- 1<sup>st</sup> Offense - The Head Official will give only one warning during the football contest; after the initial warning, a fine of \$10,000. Any additional violation of this policy (same contest) will levy a fine in the amount of \$2,500.00 per occurrence
- 2<sup>nd</sup> Offense - Suspension from performing during the next SWAC contest and a fine in the amount of \$ 2,500.00 per occurrence.
- 3<sup>rd</sup> Offense - Suspension from performing for the remainder of the season.

#### 4. SWAC Championship Game Expenses

The Conference office will cover travel expenses for the participating marching band travel party of 250, arriving on the morning of the game and departing post-game. The band will be given a one-day stipend **(amount to be determined)** per member up to a maximum of 250 members to cover the cost of meals for one day in which the band will make their own arrangements for meals.

#### **If Championship Site exceeds 300 miles from visiting team campus**

The Conference office will reimburse for a maximum of (80) rooms for one night not exceeding **(amount to be determined)** (plus tax) if championship location exceeds 300 miles. Additionally, the band will be given a stipend of **(amount to be determined)** per member for a maximum of 250 members to cover the cost of meals for a two-day period in which the band will make their own arrangements for meals.

Marching band is only allowed to travel with up to five buses.

**\*\*Stipend amount will be determined by the Conference office.\*\***

## **BASKETBALL REGULATIONS**

### **Game Policies**

#### **Band and Spirit Groups**

By mutual consent, visiting bands, not to exceed thirty (30) members excluding the director, shall be allowed at Conference basketball games. **The band must be accompanied by an administrative staff member.** The request by the visiting institution for such an agreement shall be made no later than two weeks before the date of the contest. If such consent is granted, members of the band shall be admitted to the contest at no charge. Spirit groups that perform on the playing floor (e.g., uniformed cheerleaders, yell leaders, mascots) shall be limited to 20 individuals and may be admitted to Conference basketball contest at no charge.

The use of artificial noisemakers, air horns, and all electronic amplifiers except one bass amplifier used by the band shall be prohibited at Conference basketball contests. Megaphones may not be used in any way (e.g., pounding on the floor) as noisemakers while the contest is in progress (including during free throw attempts). Bands, announcers, and components thereof shall not play while the contest is in progress. The home game management is responsible for orientation of home band and spirit groups and enforcement at all home contests.

Pep Bands are not permitted to sit behind the visiting team's bench during contest. **(Effective 6/9/11)**

## **BASKETBALL SWAC TOURNAMENT REGULATIONS**

It is mandatory that each institution bring its band to the SWAC basketball tournament, to play during their men's and/or women's scheduled games.

#### **Maximum Number:**

A maximum of thirty (30) band members and two (2) directors will be admitted to the tournament game(s). **The band must be accompanied by an administrative staff member.**

#### **Seating Arrangements:**

The Conference office will provide reserved sections for the designated home and visiting bands. Please note this can alternate depending on your teams' seeding (higher seeded teams will be the home team). Upon the completion of the bands respective game, bands are required to exit the arena, permitting the next team's band to enter.

#### **Pre-game:**

The Conference office will decide for the National Anthem to be played before each session. [Bands are being asked to leave all instrument cases and all non-essential items on their bus.]

**Game Time:**

The band, or any component thereof (including drums), may only play during team timeouts and half time. Bands shall not play music when the ball is in play. A technical foul could be called on the team whose band is violating this rule.

During tournament play the home team band shall play during the first timeout and from that point, bands shall alternate play during TV and team timeouts only.

**Commercial Identification:**

Band uniforms should not bear any commercial identification. No music shall be performed that is affiliated with any professional sports team or commercial product.