



2015 DrumLine Battle Rulebook

DrumLine Battle Event Regulations

1) ELIGIBILITY

- a) DrumLine Battle units can perform with members of all ages.
- b) DrumLine Battle units consist of 2 or more members.

2) EVENT SITE

- a) The Battle Zone shall be in the shape of a rectangle, not less than 26 meters wide and 12 meters deep, consisting of two 12 meter by 12 meter (39 feet by 39 feet) zones separated by a 2 meter by 12 meter neutral zone. The four corners of the Battle Zone will be marked with a visual marker.
- b) The Battle Zone will not include yard lines.
- c) If a venue necessitates a change in the size of the performance area, participating units will be notified prior to the event.
- d) Adaptation to the environment of individual performance locations is the responsibility of the DrumLine Battle unit. We will do everything possible to communicate logistical considerations in advance of event.

3) JUDGING

- a) Judging for DrumLine Battle performances takes into consideration: technicality, stunts, unique moves, one-upsmanship, showmanship, attitude, and of course, great drumming.
- b) Each DrumLine Battle will be judged by 3 or more judges, always preserving an odd number of overall judges.
- c) Judges will view from the ground next to the Battle Zone.
- d) At the completion of each DrumLine Battle the judges will huddle for deliberation.
- e) Immediately after deliberation the judges will announce the winner of the battle.

4) EQUIPMENT

a) MUSICAL INSTRUMENTATION

- i) The instrumentation of each DrumLine Battle unit may include any percussive instrument or implement that is played or struck to create sound in real time including the human voice.
- ii) Any equipment requiring wheels is prohibited.
- iii) Drum stands are permitted, however standstill performances can adversely affect the overall impact of your program.

b) USE OF ELECTRONIC EQUIPMENT

- i) Terminology:
 - (1) **“Music” (or “Musical”)** shall be defined as the organization of melodic, harmonic and/or rhythmic sound through time.
 - (2) An **“Electronic Instrument”** shall be defined as any piece of electronic equipment that produces “Musical” sound.
 - (3) **“Music Sampling”** shall be defined as any pre-recorded “Music” that is played or cued with a single trigger or keystroke.

- (4) **“Amplification”** shall be defined as making “Music” louder, or producing “Music”, through the use of electronic equipment.
 - (5) A **“Sequence” or “Loop”** shall be defined as “Music” that is pre-recorded or programmed during a performance.
 - (6) **“Human Voice”** shall be defined as spoken word.
 - ii) Music from Electronic Instruments is allowed given that the Music is being performed live, in real time during the performance.
 - iii) Sequenced Music is prohibited.
 - iv) Musical Loops are prohibited.
 - v) Music Sampling is prohibited.
 - vi) Amplification is allowed, subject to adherence to clauses 4.a) Musical Instrumentation and 4.b.ix-x.
 - vii) Pre-recorded Sound Effects and Human Voice may be used with proper copyright permissions.
 - viii) Permission must be obtained for any and all copyrighted material. Any questions on potential copyright issues should be discussed with the DrumLine Battle Events Manager no less than four weeks prior to the event date.
 - ix) Ensembles may use any electrical device within their program deemed safe by the event director. The event director has the ultimate decision regarding safety of any device in consultation with the DrumLine Battle program managers. Ensembles should consult with the program managers 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.
 - x) Battery operated devices using common off-the-shelf flashlight batteries (AA, AAA, AAAA, C, D, N, 9V and button cells) 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, as well as Gasoline, electric or manual powered generators, are not permitted.
- c) **MISCELLANEOUS EQUIPMENT**
- i) 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.
 - ii) 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.
 - iii) Gasoline, electric or manual powered generators will not be allowed.
 - iv) On the occasion where a grass field might be used for a DrumLine Battle event, the use of any type of “floor” cover will be prohibited.
 - v) 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.
- 5) **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 unit 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 DrumLine Battle Battle Zone 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.

6) CONDUCT OF UNITS

a) PERFORMANCE TIMES

- i) DrumLine Battle units shall be in performance with their complete competing personnel not less than 90 seconds nor more than 2 minutes.
- ii) Live DrumLine Battle events will consist of two performance rounds per battle
- iii) Units will be scheduled to compete at fifteen (15) minute intervals. The unit will not be able to enter the Battle Zone before their scheduled time and must exit the Battle Zone immediately following the battle with no delay. Any unit creating a delay in the 15-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 2 minute performance block will begin at the announcer's signal
- ii) Evaluation of the performance will start with the first step of a member of the unit 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.
- iv) Timing regulations have been set to encourage fast paced and exciting battles. While participating units may not necessarily be punished for performing slightly shorter or longer than required, each DrumLine Battle routine should strive to be within 90 seconds to 2 minutes.
- v) Any unit who blatantly disregards the time length of the performance block may be subject to disqualification by the event director.

c) ENTRY TO THE PERFORMANCE AREA

- i) To avoid distracting the performing unit on the Battle Zone, 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 unit may set-up anywhere in their designated performance zone prior to the commencement of timing and evaluation.
- iii) DrumLine Battle units may need to manage venue logistics or obstacles relative to transportation and setup of 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, unit members must depart as directed by event staff.
- ii) Once a unit'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 unit's performance.
- ii) Additionally, any equipment must also be placed within the performance area.
- iii) All performers and equipment must remain within their designated 12 meter by 12 meter battle zone for the duration of the battle. Crossing into or placing equipment

on the neutral zone is not permitted, as is extending past the sidelines or back of the Battle Zone.

- iv) If any equipment accidentally leaves the performance area, the equipment may be retrieved by any member of the unit.
- v) All grounded or dropped equipment must be retrieved before the unit leaves the performance area.

7) 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 units as appropriate.

8) PENALTIES / RULE ERRORS

- a) GENERAL- A unit may be disqualified at the discretion of the event director for violating any rule, or part of a rule, including, but not limited to:
 - i) Use of any prohibited instrumentation, including wheeled instruments/equipment
 - ii) Use of spoken word or arranged melodic material without proper music licensing
 - iii) Use of prohibited electronic equipment or music
 - iv) Use of prohibited miscellaneous equipment
- b) Only the event director may assess a disqualification. Judges must report all rule violations to the event director.
- c) If a performing unit desires to report a rule violation during their DrumLine Battle round to the judges and/or event director, they must do so before the conclusion and judging of their battle. Failure to report any rule violations before the end of the battle round may result in any claims being heard or dismissed at the discretion of the event director and judging panel.