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DISTRICT ASSIGNMENTS AND STATE TOURNAMENT BRACKETS
CAN BE FOUND ON THE MSHSAA WEBSITE AT WWW.MSHSAA.ORG
Dear Sectional and Quarterfinal Managers:

Thank you in advance for all of your hard work in helping put on the MSHSAA Basketball Tournament. Your lead up site is a valuable and integral part of the State Series. The following directions should help you navigate the website so you can obtain valuable information on the participating teams, officials, and the reporting of scores. Please review the tutorial below and if you have any questions regarding any of the information, please do not hesitate to contact Kevin Garner or Charla Boggs at (573) 875-4880.

1. **Logging in:**
The address for the MSHSAA website is [www.mshsaa.org](http://www.mshsaa.org). Once you type in the address click on the schools tab. Once you click on the school’s tab you should see the following screen. As the site manager we have submitted the following email address for you: _____________________________. This is the email that you should type in the box marked Email Address. You should have received an email from us when we entered you as the site manager with your password. If you did not receive that password or inadvertently deleted it just simply click “Send me my password” and the system will send you a new password. I would strongly suggest that when you receive your password that you simply cut and paste it into the box. If you are still unable to log in simply call the number listed above.

![Login Screen](image1.png)

2. **Assigned Games and State Qualifiers:**
After logging in to the website the following page will appear. Here you have two options that will give you information about the games and participating teams. “Assigned Games” will provide information about the games that your site will host. “State Qualifier” will provide you information about the teams that will be participating.

![Assigned Games and State Qualifiers](image2.png)
3. **Assigned Games:**
By clicking on Assigned Games the system will bring up the schools that have qualified for the games that will be played at your site. For sectional games these games could appear as early as the Friday before your event but no later than Sunday prior to your scheduled event date. Quarterfinal games could appear as early as Tuesday prior to your event but no later than Thursday prior to your scheduled event date.

4. **Tournament Information:**
By clicking on the games listed for your site you can find the game times and site information.
5. **Officials Information:**
If you click on the games listed two days prior to the event date the information for the assigned officials will appear as shown on the page below. By clicking on their name you will have access to contact information for the officials that are assigned to your games.

The names, addresses, and telephone numbers of officials assigned to your tournament game(s) will be available on the MSHSAA website two days prior to your event. Your officials will be instructed to contact you. If they do not contact you, please contact them. You are responsible for making arrangements for the security of the officials from the time they arrive on the premises until they depart from the parking lot. They should be escorted to and from the court by security personnel before the game, at half-time, and after the game. *Please take special care to insure their safety.*

6. **State Qualifiers:**
The names of the teams qualifying for your tournament game(s) will be announced over the press wire services and placed on the MSHSAA website found at [www.mshsaa.org](http://www.mshsaa.org). We have again been promised good coverage by the A.P. If you do not know the names of the teams, please call the MSHSAA Office.

By clicking on “State Qualifiers” you will then get a page that displays the following:
7. Tournament:
Clicking on “Tournament” allows you to see the state bracket and the match-ups that will be attending your site. The date and time of the game(s) in which you will be hosting will be highlighted in blue. By clicking on the date and time you can see the same information as you did by clicking on “Assigned Games.”

8. Completion Summary:
The completion summary will give you a snapshot of what the participating schools have completed. You will primarily be interested in their rosters which can be used to produce programs and the pass list.

9. Rosters:
By clicking on the “Rosters” link you can obtain the participating schools roster information for programs. This link will provide you with the name of the student, their grade, height, position, and jersey number. You can export this data to an excel file where you can then manipulate the data to meet your printing needs.
10. **Pass List:**
Each school should submit a pass list on the website. Only names listed on this pass list should be admitted free to the game. Names not listed should be instructed to purchase a ticket. This can also be exported into an excel file to print for the pass gate.
11. School Information:
All contact information for the participating schools can be found on the “School Information” link.

Your name appears on the MSHSAA website (www.mshsaa.org) for them to contact in case they desire additional information. You may want to prepare some instructions to give them upon arrival. Qualifying schools for your tournament game(s) have completed their rosters and pass lists for administrators, players, coaches, and cheerleaders on the MSHSAA website.

12. Packets:
The Sectional/Quarterfinal Winners Packets (one boy’s; one girl’s) shall be given to the coach of the winning school at the end of the game. The winners packet contains information and instruction that the winners need to progress to the next round of the state tournament. It is vital that the winner’s packets be safeguarded and that the correct packet is placed in the hands of the coach of the proper team.
13. Reporting Scores:
At the conclusion of each game assigned to your site you should immediately submit the score. To submit a score simply click on that game and type the score in the boxes as shown on the screen below. This will automatically advance the teams on the MSHSAA state bracket and update their record. There is no need to call the scores into the MSHSAA Office. Just simply type the scores below then click on the save button.
SECTION 2: MANAGERS INSTRUCTIONS

A. **Gate:** Arrange for serial numbered tickets. Serial numbered tickets shall be provided for the protection of the host school in case for some reason an audit would be requested. A pass list must be provided by each participating school via the MSHSAA website. A pass gate should be designated for the participating schools and the press. Working press, lifetime pass holders and Basketball Official Observers with proper passes are admitted free. Only names listed on the past list will be allowed free admission into the sectional and quarterfinal games. **Tickets must be purchased for any person not listed on the pass list.** The submitted pass list can be found at www.mshsaa.org under “State Qualifiers.”

B. **Participating School Instructions:** Prepare a sheet of instructions for participating schools. The bulletin should include important information such as: local conveniences, special rules, time schedule, supervision responsibilities, dressing room arrangements, care of property, admission prices, information for pep squads indicating specific seating assignments, bus parking, etc., and instructions for coaches (color of jersey to be worn, team benches, etc.). Include provision that hats or other items not included as legal uniforms are not to be worn on the bench.

C. **Medical Procedures:** The host school should assume responsibility for putting in place the procedure for a medical emergency. If on-site medical personnel are available make sure that all schools are informed and aware of their location during the event. If medical personnel are not on-site make sure that procedures are in place to contact medical assistance in case of an emergency. Guidelines for these procedures can be found in the MSHSAA Sports Medicine Manual.

D. **Tournament Workers:** Arrange for tournament help: ticket sellers and takers, scorers, timers, police, etc., and make arrangements for medical emergencies. Be sure to plan for traffic control and the directing of bus and car parking in the lots both before and after the games. Timers should be provided a starters pistol/air horn to use at the close of quarters. It is recommended that a second person be used to help watch the clock at the close of quarters. Adequate provisions for crowd control shall be made and participating schools shall be requested to assist in controlling their students and fans. Discontinue ticket sales when crowd warrants. Be sure the pass gate personnel are aware of the procedures for handling the pass list.

E. **Table Personnel and Procedures:** Personnel to be assigned to the scorer’s table: (1) official scorer, (2) assistant scorer, (3) official timer, (4) assistant timer, and (5) P.A. announcer. In addition, if space permits, the scorekeeper from each team will sit at the end of the scorer’s table nearest their team bench. Scorer’s table personnel are very important. Select experienced adults – those who have been keeping score or timing for you during the regular season. Interested and dependable faculty members usually do the best work, although there are exceptions. Above all, select those individuals for these very important jobs that have plenty of poise, good judgment, sense of impartiality, and who you are sure will not get caught up in the emotion of the game, but will concentrate instead on the job.

1. If space is not available to accommodate the team scorekeepers at the scorer’s table, they are to sit on the end of their respective benches next to the scorer’s table.

2. If a scoring question should arise, the referee will confer with the official scorer and check the official book for errors. The umpire, in addition to assisting the referee, will bring each team’s scorekeeper, along with their scorebooks, to the front of the scorer’s table in the event the referee decides they are needed for reference. All coaches and team members are to remain at their benches. Head coaches are to be called to the table together and notified of the official’s decision.

3. **OFFICIAL SCORER:** Reference the information in the back of the current National Federation Basketball Officials Manual or the National Federation Instructions To and Duties of Scorers provided by the MSHSAA Office. It is strongly recommended that scorers use pencils of distinctively different colors (e.g., red and black) for each half. **NOTE:** The official scorer shall record the jump balls for the alternating possession rule and be responsible for the possession arrow. In addition, the official scorer shall maintain an accurate record of 3-point goals as well as 2-point goals.

4. **ASSISTANT SCORER:** The assistant scorer does not keep score. The assistant scorer: (1) spots fouls and free throw shooters for the official scorer; (2) identifies the person that fouls and the free throw shooter by color of jersey and number; (3) observes the recording of the information by the official scorer; (4) checks to see that the running score on the official book coincides with the scores on the scoreboard; and (5) assists with the possession arrow and the distinguishing of 3-point goals from 2-point goals.

5. **OFFICIAL TIMER:** Reference the information in the back of the current NFHS Basketball Officials Manual or the NFHS Instructions To and Duties of Timers provided by the MSHSAA Office. The official timer is responsible for notifying the participating teams that there are 3 minutes remaining in the half-time intermission.

6. **ASSISTANT TIMER:** The assistant timer: (1) assists the official timer by placing the score of each team on the scoreboard as the game progresses and observes the timing procedures of the official timer; and (2) checks the accuracy of the score on the scoreboard with the official scorer and assistant scorer.
7. **P.A. ANNOUNCER:** In an impartial and neutral manner, the P.A. announcer makes only periodic announcements pertinent to the game, e.g., starting lineups, substitutes, player who scores a field goal or free throw, etc. If fouls on players are announced, this should be done only after the foul is reported by the floor official so as to avoid mistake. The P.A. announcer can also assist in verifying to the official scorer, by jersey color and number, those players who fouled and those who are designated as free throw shooters.

F. **Programs:** The short time between each round of state tournament games makes it difficult to prepare and provide printed programs at each tournament site. However, you must provide a program or a roster of players. Make arrangements with the managers of the previous level to secure the needed information in advance! Your tournament program should contain statements regarding the educational objectives of interscholastic athletics and sportsmanship expectations. The cost of printing and selling programs is not an allowable expense; it is suggested that programs be sold to cover their cost. Any profit from the sale of programs remains with the host school.

G. **Dressing Rooms:** If dressing rooms are a problem, arrange for a classroom, etc., for each team to use for their half-time meeting. Teams should have a private place in which to meet and not be expected to share meeting facilities. Provide for locker room security and assist teams in the safeguarding of personal belongings. We have had some incidents of theft because of lack of security or locker rooms not being locked. These situations can be prevented through prior planning and providing personnel and teams with specific instructions and procedures.

H. **Game Ball:** The Spalding Top-Flite TF1000 Legacy Basketball 74-7169 for boys and the Spalding Top-Flite TF1000 Legacy Basketball 74-7359 for girls will be used at all district tournament games and all state tournament games. **Managers are to see that the balls are properly inflated and used in practice for about a week prior to the event.** The MSHSAA Office should be notified immediately if there is a problem with the balls so that replacements can be secured if necessary. After completion of the tournament, the basketballs become the property of the host school or institution.

I. **Home Team/Uniforms:** The designated home team shall wear white jerseys and the visiting team shall wear dark jerseys.

   *In sectional, quarterfinal, semifinal, and final play, the bottom team on the bracket in even-numbered years will be considered the home team. In odd-numbered years the top team on the bracket shall be considered the home team.*

J. **Coaching Box:** The coaching boxes are to be clearly marked using removable tape which is a contrasting color to the sideline. Coaching boxes are to be clearly indicated during the tournament and all regular season contests as well by National Federation Basketball Rules. See Appendix E, page 20, for diagram and dimensions of the coaching box.

K. **Warm-up / Half-time:** Participating teams are not permitted to warm-up at half-time of any games except the ones in which they are playing. Notify teams they are to conduct pre-game and half-time warm-up on their half of the floor only. If jogging or running is part of their warm-up drills, then it is to be confined to their half of the court. Officials will enforce this.

   *The half-time intermission of high school tournament basketball games shall be 10 minutes in length. Play shall resume immediately at the end of the 10 minutes. In an effort to expedite the administration of the half-time intermission the following procedure should be followed:*

   1. Immediately after the end of the first half (after the players have cleared the floor) place 10 minutes on the scoreboard clock and start the clock. If this is impossible because of the nature of the clock, then a stop watch should be made available and used for this purpose.

   2. Either the official scorekeeper or a delegated assistant must be at the scorer’s table with the official scorebook at all times. The official scorebook shall not be removed from the scorer’s table until after the game has ended. Immediately at the end of the first half, the official scorekeeper is to confer with the game officials to be sure the possession arrow is pointed in the correct direction to start the second half.

   3. The official timer is to notify teams and officials three minutes prior to the start of intermission.

   4. One minute prior to the end of the intermission, sound the buzzer for teams to cease warm-up activity and return to their benches and prepare for the start of the second half.

   5. Sound the warning buzzer with 15 seconds remaining on the clock for players to take the floor to start the second half. Fifteen seconds later a final buzzer is sounded signaling the end of the intermission.

   6. At the end of the 10 minute period players and officials should be on the floor and ready to begin the second half.

   7. All substitutes entering to start the second half must report or be in position to report prior to the signal which is sounded 15 seconds prior to the signal signifying the end of the intermission. Each substitute reporting after the 15-second warning signal shall be charged with a technical foul if they enter to start the second half. NO PENALTY will be assessed if a substitute reports after the 15-second warning signal, but does not enter the game until the first opportunity to substitute after the second half begins.

   8. When a time-out is called by one of the teams, start the 60-second (or 30-second) clock when the floor official indicates. If the floor official fails to signal the starting of the 60-second (or 30-second) clock, do so when the teams have arrived at their benches. Sound the warning buzzer with 15-seconds (or 15-seconds for a 30-second time-out) remaining on the clock for players to take the floor to resume the game. 15-
4. In the interest of sportsmanship and positive behavior, the student sections for competing teams shall not
be used at the start of the game. The clock should be started 15 minutes prior to the scheduled starting time.

One minute before starting, the warning buzzer should be sounded as in item 4 above. Fifteen seconds prior to
starting time, the buzzer for the teams to take the floor shall be sounded, with a final buzzer 15 seconds later.

L. **Team Benches:** Assignment of each team’s bench and pre-game warm-up basket is to be predetermined by
the tournament manager and all teams notified in advance. The recommended procedure is to let the “home”
team for each game sit on the bench which the host school utilizes during the regular season and conducts their
pre-game warm-up at the basket at the opposite end of the floor. Teams are to conduct pre-game and half-time
warm-ups on their half of the floor only. If jogging or running is part of their warm-up drills, then it is to be confined
to their half of the court. Teams are to refrain from circling the entire floor when they enter the court to warm-up.

Teams leaving their locker rooms and entering the court are to proceed to their warm-up end of the court by the
most direct route and at no time are they to pass underneath their opponent’s basket. Officials are to enforce
this once their jurisdiction begins by rule by assessing the head coach a technical foul. Tournament managers
are to notify schools of this in advance and enforce it.

M. **National Anthem:** All site managers are reminded that the National Anthem is to be played before the first
game of a session. It is to be played only once and only before the first game of each nightly (or daily) session.

Please insure that the American Flag is prominently displayed.

N. **Continuous Standing:** The following criteria shall be used when allowing continuous standing:
1. At least one empty row must serve as a buffer between the floor and the student sections.
2. The student sections shall be specifically marked and separated (such as by rope, pennants or other barrier)
from the general spectator seating areas.
3. The student sections shall be cleared out at the conclusion of each game for use by the schools playing the
next contest. If a school is playing back-to-back games with its boys and girls teams, that school may
remain in its section for both contests, as long as remaining in that section does not conflict with criteria 4
below.
4. In the interest of sportsmanship and positive behavior, the student sections for competing teams shall not be
adjacent to each other, directly behind either goal or directly behind the bench of the opposing team.
5. The student sections shall be placed in locations that minimize the obstruction of other patrons when the
students stand in unison.
6. Sportsmanlike behavior is expected at all times from the student section.
7. An administrator with the responsibility of supervising students should be present at all contests involving
that particular school and be present throughout the contest in the vicinity of the student section or in an
area designated by the host site administrator.
8. An administrator from each participating school, the host site administrator and a representative of the game
officials shall meet prior to game time and reiterate the site’s guidelines for student cheer and spirit groups,
discuss the sportsmanship goals of the contest, and confirm the physical location of the school
administrators during the contest.

O. **Fans:** **BOARD OF DIRECTORS POLICY ADOPTED REGARDING FANS SIDELINES OR ENDLINES:** Fans
shall not be permitted to leave their seats to gather and stand along the sidelines or end lines while a game is in
progress. Should this occur, the game officials are hereby authorized and encouraged to stop the game, send
the teams to their benches, and request the host school administration or the tournament manager to have the
fans return to their seats or leave the gymnasium. The game shall not resume until the fans comply. The
primary responsibility of complying with the official’s request is that of the host school, or tournament manager,
but the visiting school (both schools in a tournament) is also responsible for seeing that their fans remain in their
seats.
1. It is the policy of the MSHSAA that fans are not allowed to storm the court following any contest. It is the
responsibility of the site manager, the game security personnel, and the administration of the competing
schools to work together to insure this policy is met. The ultimate responsibility for compliance with this
policy, however, lies with the administration of each competing school.
2. **MSHSAA Guidelines for Fan/Spectator Support Items:** See Appendix H

P. **Starter’s Pistol:** A starter’s pistol is to be used to end all district, sectional, quarterfinal and state final
tournament games. Prior arrangements will have to be made and procedures set up to coordinate with the timer
the firing of the pistol. The tournament manager will have to decide whether or not the use of the pistol is
necessary at the end of each quarter. This will be dictated by the type of game, crowd noise, loudness of
scoreboard horn, etc. Floor officials will need to be informed of the established procedures.
SECTION 3: FINANCIAL INFORMATION

1. Officials will be paid based on the MSHSAA Zone Payment Schedule and will be paid by MSHSAA.

2. Sectional and Quarterfinal Managers must complete the Event Settlement (financial report) under the State Manager option on the MSHSAA website. The Event Settlement should be completed no later than ten days following the tournament.

3. Program sales shall be the property of the host school; the cost of printing programs and hospitality room fees are not an allowable expense.

4. **Admission Charge** (beginning with age six):
   - District: $5.00
   - Sectionals: $7.00 + Ticket Surcharge, if applicable
   - Quarterfinals: $7.00 + Ticket Surcharge, if applicable
   - Semifinals and Finals: $9.00 per session

SECTION 4: MEDIA INFORMATION

1. **Playoff Press Passes**: Members of the media who need working passes for district, sectional or quarterfinal contests should contact the site manager of the playoff site at least 24 hours before the game he/she wishes to cover. All members of the working media should be prepared to show a general media credential and/or photo identification upon arrival. No admission will be charged to media representatives who have made prior arrangements with the site manager or who are prepared to present valid credentials upon arrival. No one under 18 years of age (except student media representatives), spouses, friends, coaches or fans will be admitted to media areas.

2. **Media Services**: Every effort should be made by each site manager to accommodate and provide working space for media representatives. These basic services should include (but not limited to) providing: rosters and brackets, official results or scoring, a writing surface (such as a press box or press table), access to the field or floor level and access to a telephone after the event is over. Photographers should remain a safe distance from the playing field or surface at all times and should not be permitted on the playing surface or team bench areas during competition. Flash photography is permitted in all sports provided the photographer does not (in the opinion of officials, players or coaches) disrupt play by using a flash or strobe. Site managers are encouraged to direct any media questions or report any problems to the media department at the MSHSAA Office.

3. **Results**: Each site manager has the responsibility to insure that all final results are reported immediately after the conclusion of each district championship, or playoff game to: (in order of priority)
   a. MSHSAA Web Brackets – update at the conclusion of each game;
   b. Local television stations;
   c. All other interested media (newspapers and radio stations). It is vital that all site managers make reporting final results to the MSHSAA results line a high priority after the game has concluded, if not updated on MSHSAA website.

4. **Playoff Radio Broadcasts**: Permission to conduct a live or delayed radio broadcast from a district, sectional or quarterfinal site should be arranged through the site manager no less than 48 hours before the intended contest. Radio stations are solely responsible for installing or arranging the use of phone lines from the site. Site managers may wish to install lines at their own expense and distribute these costs among broadcasting stations. The following regulations also apply to all playoff game radio broadcasts:
   a. Each broadcasting station is required to give advance publicity of the event for the three preceding days, including participants, date, time, site and ticket information.
   b. Each station must provide a completed MSHSAA radio broadcast agreement (site managers are provided with a minimum supply) and list of sponsors before the broadcast may begin.
c. No individual or organization shall be permitted to sponsor a broadcast for the purpose of advertising any product contrary to the principles of good athletic training, citizenship or sportsmanship (i.e. alcohol, tobacco, lottery/gaming advertisements).
d. Stations are required to run or read two MSHSAA public service announcements per game. These PSA’s are available to download on the MSHSAA website.
e. Stations are required to run or read two sport-specific promotions during each game. These promotional spots are also sent to each site manager (when used) and provided to all stations each fall.
f. Stations shall provide competent and professional-like broadcasting and shall not present or otherwise dramatize any unsportsmanlike act, conduct or display on the part of participants or fans.
g. MSHSAA reserves the right to discontinue the broadcasting right of a station at any time in the event previous broadcasting by the station is considered to have been in poor taste or incompatible with the educational values of MSHSAA.
h. If more stations request permission to broadcast that can be accommodated, they shall be given permission in order of the dates of the requests. Equal accommodations should be provided for stations representing both participating schools.
i. No rights fee shall be charged for broadcasts at MSHSAA district or sectional contests for broadcasts on “over-the-air” stations. A rights fee is applicable for all quarterfinal contests. See Radio Broadcast agreement for fee structure.
j. Beginning with the Quarterfinal round of the MSHSAA playoff series, radio rights fees will be the following:
   Class 1- $25, Class 2- $30, Class 3- $35, Class 4- $40, Class 5- $45.

5. **Playoff Internet Webcasts:** Permission to conduct a live or delayed internet broadcast from a district, sectional or quarterfinal site should be arranged through the site manager no less than 48 hours before the intended contest. Broadcasting entities are solely responsible for installing or arranging the use of phone lines or internet lines from the site. Site managers may wish to install lines at their own expense and distribute these costs among broadcasting entities. The following regulations also apply to all playoff game internet broadcasts:

a. Each webcasting entity is required to give advance publicity of the event for the three preceding days, including participants, date, time, site and ticket information.
b. All Internet Broadcast Rights fee must be paid in full to the MSHSAA office prior to broadcasting. No payments shall be accepted on site.
c. Each station must provide a completed MSHSAA internet broadcast agreement (site managers are provided with a minimum supply) and list of sponsors before the broadcast may begin, in addition to a receipt or memo from the MSHSAA office stating the rights fee has been paid.
d. No individual or organization shall be permitted to sponsor a broadcast for the purpose of advertising any product contrary to the principles of good athletic training, citizenship or sportsmanship (i.e. - alcohol, tobacco, lottery/gaming advertisements).
e. Entities are required to run or read two MSHSAA public service announcements per game. These PSA’s are available to download on the MSHSAA website.
f. Entities are required to run or read two sport-specific promotions during each game. These promotional spots are also sent to each site manager (when used) and provided to all registered companies each fall.
g. Entities shall provide competent and professional-like broadcasting and shall not present or otherwise dramatize any unsportsmanlike act, conduct or display on the part of participants or fans.
h. MSHSAA reserves the right to discontinue the broadcasting right of an entity at any time in the event previous broadcasting by the entity is considered to have been in poor taste or incompatible with the educational values of the Association.
i. If more entities request permission to broadcast than can be accommodated, they shall be given permission in order of the dates of the requests. Equal accommodations should be provided for entities representing both participating schools.
j. A rights fee shall be charged for broadcasts at MSHSAA postseason contests. See Internet Broadcast Agreement for fee structure, also listed below:

<table>
<thead>
<tr>
<th>Internet-audio webcasts:</th>
<th>Internet-video webcasts:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Class 1</strong>- $25</td>
<td><strong>Delayed webcast:</strong> (Districts through MSHSAA Quarterfinal) - $250 per game</td>
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<tr>
<td>Class 2- $30</td>
<td><strong>Delayed webcast:</strong> (MSHSAA Semifinal/MSHSAA Championship) - check with MSHSAA office</td>
</tr>
<tr>
<td>Class 3- $35</td>
<td><strong>Live webcast:</strong> (Districts through MSHSAA Quarterfinal) - $500 per game,</td>
</tr>
<tr>
<td>Class 4- $40</td>
<td><strong>Live webcast:</strong> (MSHSAA Semifinal/MSHSAA Championship) - check with MSHSAA office.</td>
</tr>
<tr>
<td>Class 5- $45</td>
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</tbody>
</table>
6. **Delayed Television Broadcasts**: Stations wishing to conduct a delayed television broadcast (at least 24 hours after the conclusion of the game), shall make arrangements no less than 48 hours before the intended contest. No game shall be delayed, interrupted or extended to accommodate any broadcast. All television stations (live and delayed) assume all expenses and liability resulting from staging and broadcasting of the game(s). Items a-j above (under Playoff Internet Broadcasts) shall apply to TV broadcasts, with the following exceptions:
   a. A specific MSHSAA TV broadcast agreement shall be used rather than an internet broadcast agreement.
   b. Stations shall be required to read two MSHSAA public service announcements and air two MSHSAA produced 30-second television spots during each game.
   c. Stations are required to provide the MSHSAA with a DVD copy of the final broadcast no later than 15 days after the game airs.
   d. The following revised rights fee schedule shall apply to all broadcasts. (This fee must be paid in advance of the broadcast, if prior arrangements with MSHSAA have not been made.)
      - **Delayed Broadcast**: (Districts through MSHSAA Quarterfinal) - $750 per game
      - **Delayed Broadcast**: (MSHSAA Semifinal/MSHSAA Championship) - check with MSHSAA office

7. **Live Television Broadcasts**: There is a significant rights fee charged for all live broadcasts. All requests to broadcast live must receive prior approval from the MSHSAA by contacting the MSHSAA Media Department, PO Box 1328, Columbia, MO 65205-1328 (573) 875-4880. All live broadcast stations must provide feeds for additional stations desiring the feed. Stations receiving the feed must also pay a rights fee and receive prior permission from the MSHSAA.
   - **Live Broadcast**: (Districts through MSHSAA Quarterfinal) - $1500 per game
   - **Live Broadcast**: (MSHSAA Semifinal/MSHSAA Championship) - check with MSHSAA office

8. **Championship Press Passes**: Members of the media seeking working passes for the final site and MSHSAA championships should submit an official credential request through the MSHSAA’s on-line system no later than the designated deadline for each event. The on-line credentialing system can be accessed by registered media outlets from the Media tab on the MSHSAA website (www.mshsaa.org). No late submissions will be honored. All personnel restrictions for credentials shall apply and be strictly enforced. Do not contact the host site for the championships (state-level) credentials.

9. **Championship Radio Broadcasts**: The same regulations as listed above in the Playoff Radio Broadcast section shall apply to all MSHSAA Semifinal, Championship and Third-Place Game broadcasts (post-district tournament). A rights fee, payable to MSHSAA, shall be provided in advance for each game broadcast. No payments will be accepted on site. The following rate scale will apply to championship broadcasts:
   - **Class 1** - $25
   - **Class 2** - $30
   - **Class 3** - $35
   - **Class 4** - $40
   - **Class 5** - $45
   Lines will be provided at no charge, but no station may make any long-distance or toll calls from these lines.

10. **Championship Internet Broadcasts (audio only)**: The same regulations as listed above in the Playoff Internet Broadcast section shall apply to all MSHSAA Semifinal, Championship and Third-Place Game broadcasts (post-district tournament). A rights fee, payable to MSHSAA, shall be provided in advance for each game broadcast. No payments will be accepted on site. The following rate scale will apply to championship broadcasts:
    - **Class 1** - $25
    - **Class 2** - $30
    - **Class 3** - $35
    - **Class 4** - $40
    - **Class 5** - $45

**NOTE**: Please contact Jason West, Communications Director, by phone at (573) 875-4880 or by e-mail at Jason@mshsaa.org, if you have ANY questions concerning the guidelines listed in this section or have any media questions/concerns.
Education

Concussions are common in sports. The Missouri State High School Activities Association (MSHSAA) believes that education of coaches, officials, athletes, and their parents or guardians are key to safely returning a student athlete to play. Appropriate immediate care after a suspected concussion, and follow up incorporating a multi-disciplinary team that includes the coach, parent or guardian, athlete’s physician, team physician and athletic trainer (if available), and school representatives, also are important for the proper management of a sport-related concussion.

Each school district will receive educational materials for coaches, athletes, parents, and school officials, required forms for student athlete participation and parent/guardian consent, and recommended medical clearance forms for return to play.

Annually, MSHSAA member school districts will ensure that every coach, student athlete, and parents or guardians of a student athlete completes a concussion and head injury information sheet and returns it to the school district prior to the student athlete’s participation in practice or competition. Officials will receive training from their parent organization. Each official’s organization will require annual concussion training and maintain a signed head injury information sheet for each official.

Recognition and evaluation of the athlete with a concussion

1. Recognition of the signs and symptoms of a concussion is important. Every member of the team-athlete, teammates, coaches, parents or guardians, officials, athletic trainers, and team physicians have a duty to report a suspected concussion. Not all school districts have medical personnel available to cover every practice and competition; therefore, the coach is the person in the best position to protect the player and must be aware that not all student athletes will be forthcoming about their injury.

2. An official shall not be responsible for making the diagnosis of a concussion. The official can assist coaches and medical staff by recognizing signs and symptoms of a concussion and informing the coach and medical staff of their concerns.

3. The coach, ATC, or physician on site should evaluate the athlete in a systemic fashion:
   a. Assess for airway, breathing, and circulation (basic CPR assessment)
   b. Assess for concussion
      i. Any unconscious athlete should be assumed to have a severe head and/or neck injury and should have their cervical spine immobilized until a determination can be made that the cervical spine has not been injured. If no medical professional can make the assessment, the athlete should be transported to an appropriate emergency care facility.
      ii. A conscious athlete with no neck pain can be further evaluated on the sideline.

4. An athlete experiencing ANY of the signs/symptoms of a concussion should be immediately removed from play. Signs/Symptoms of a concussion include:

<table>
<thead>
<tr>
<th>PHYSICAL</th>
<th>COGNITIVE</th>
<th>EMOTIONAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Headache</td>
<td>Feeling mentally “foggy”</td>
<td>Irritability</td>
</tr>
<tr>
<td>Nausea/Vomiting</td>
<td>Feeling slowed down</td>
<td>Sadness</td>
</tr>
<tr>
<td>Dazed/Stunned</td>
<td>Difficulty concentrating</td>
<td>More emotional</td>
</tr>
<tr>
<td>Balance problems</td>
<td>Difficulty remembering</td>
<td>Nervousness</td>
</tr>
<tr>
<td>Visual problems</td>
<td>Forgetful of recent information</td>
<td></td>
</tr>
<tr>
<td>Fatigue</td>
<td>Confused about recent events</td>
<td></td>
</tr>
<tr>
<td>Sensitivity to light</td>
<td>Answers questions slowly</td>
<td></td>
</tr>
<tr>
<td>Sensitivity to noise</td>
<td>Repeats questions</td>
<td></td>
</tr>
</tbody>
</table>

5. Evaluation
   a. Following any first aid management, the medical team, or coach in the absence of medical personnel, should assess the athlete to determine the presence or absence of a concussion. The SCAT (Sideline Concussion Assessment Tool) and SCAT3 are effective assessment tools that are readily available and can assist with the assessment.
b. The athlete should be monitored for worsening or change in signs and symptoms over the next 24 hours. Instructions should be given to the parent or guardian as to signs and symptoms that may require further or more emergent evaluation.

6. Management of a concussion and return to play
   a. An athlete determined to have a concussion or have concussion-like symptoms will be removed from practice or competition and is not allowed to return to practice or competition that same day.
   b. If an athlete displays concussion-like signs or symptoms, the athlete should be assumed to have a concussion until further medical evaluation can occur. “WHEN IN DOUBT, SIT THEM OUT!”
   c. Written clearance from a physician (MD or DO), Advanced Nurse Practitioner in written collaborative practice with a physician, Certified Physician Assistant in written collaborative practice with a physician, or Certified Athletic Trainer in written supervision of a physician, must be provided prior to return to play.
   d. Following a concussion, the athlete should have both physical and cognitive rest until symptoms have resolved.
   e. An athlete must be asymptomatic at rest and with exertion prior to return to play
   f. A graduated return to play protocol has been outlined by the Third International Concussion in Sport Group Statement (2008, Zurich), is recommended by the NFHS (nfhs.org), and may be used to guide return to play following medical clearance.

APPENDIX B: MSHSAA POSITION STATEMENT REGARDING U.S. COPYRIGHT COMPLIANCE

Educators, coaches, and administrators who wish to use copyrighted material need to understand the privileges and rights of the copyright owner and must abide by defined limitations as expressed in U.S. Copyright Law. It is the responsibility of the school administration to ensure their school community is in compliance with U.S. Copyright Laws at all times when playing music at your events, reproducing consumable materials, and all other events taking place at school facilities where copyright laws are to be followed. When hosting a MSHSAA postseason event, the host site is responsible for confirming any music being played over a public sound system, used in video clips, etc., has the gained written permission and/or secured the necessary license(s) to play the music, video clips, etc. from the appropriate Performing Rights Organization (i.e. ASCAP, BMI, SESAC, other).

The NFHS (National Federation of State High Schools) has established an agreement with ASCAP to allow schools and non-school sites hosting a MSHSAA postseason event, to perform/play music in which they own the rights (at least 50%) of the work at no charge. It is your responsibility to ensure the music performed onsite is owned by ASCAP. To determine if the music is owned by ASCAP go to www.ASCAP.com and select the link ‘Repertory’ to search their catalog. If the work is not owned by ASCAP (at least 50%), you will need to work directly with the organization that does own the rights (BMI, SESAC, etc.) to secure the necessary license or not use that work. This agreement only extends to the playing of music recordings downloaded to personal electronic devices, CD’s, etc. but does not extend to mash-up recordings or music altered from its original recording without the site obtaining a license to do so.
APPENDIX C:
INSTRUCTIONS GIVEN TO DISTRICT TOURNAMENT WINNERS

TO: Principals and Coaches of Class 1, 2, 3, 4, and 5 District Basketball Tournament Winners
FROM: Kevin Garner, MSHSAA Office
RE: State Basketball Tournament Instructions

Please note the following items carefully:

1. The tournament winners have been reported to the MSHSAA Office by the district managers. It is not necessary that you contact us unless you have a question about any of the following instructions. It is assumed that you know the state tournament site to which you are advanced and the time, etc., you are to play. (Please check the MSHSAA website at www.mshsaa.org for the date, time, location, and manager’s name of your next game in the MSHSAA State Basketball Tournament series.)

2. The pass list for the sectional game can be found on the MSHSAA website under “State Qualifiers.” If your team continues to win, you will receive a winner’s packet from the local manager immediately following the game for the quarterfinal game. Only names listed on the pass list will be allowed free admission into the sectional and quarterfinal games. Tickets must be purchased for any person not listed on the pass list.

3. Practice sessions at the tournament site for sectional games are to be arranged only if one of the competing teams played on the floor in a district tournament game.

4. The designated home team shall wear white jerseys and the visiting team shall wear dark jerseys. In sectional, quarterfinal, semifinal, and final play, the bottom team on the bracket in even-numbered years will be considered the home team. In odd-numbered years the top team on the bracket shall be considered the home team.

5. It is assumed that no housing will be needed; however, if you do so desire, you shall make your own arrangements.

6. You are advised to discuss with your students proper conduct at this event as they will be representing not only themselves but their school and community. They are instructed to stay off the playing floor following the game. Teachers assigned to supervise students should be reminded of their responsibilities in actively supervising the conduct of your students. They shall wear identifying badges so the tournament manager will be able to locate them should their assistance be required. The state basketball tournament series should demonstrate the best of sportsmanship as well as the best of skills. (Reference page 21 of your MSHSAA Basketball Manual regarding the prohibition of drums, noisemakers, posters, signs, dumping of water, waving hands behind basket, etc.) Please refer to MSHSAA Basketball Manual page 11, section 4, item P-2 in regards to continuous standing.

7. The sectional game managers will provide you with other necessary information when you arrive.

8. A packet containing the instructions for the quarterfinals will be handed to the qualifying teams by the sectional manager. Coaches are requested to go over these instructions with their principals or superintendents.

9. Bench conduct rule: Coaches are reminded that the bench conduct rule 10-4 & 5 shall be strictly enforced during the state tournament series.

10. Admission Prices: Sectional -- $7.00 (+ facility surcharge-if applicable) and Quarterfinal -- $7.00 (+ facility surcharge-if applicable)

11. You may contact the manager of the next round for the names of the officials assigned to your game.

12. Teams are to conduct pre-game and half-time warm-up on their half of the floor only. If jogging or running is part of your warm-up drills, then it is to be confined to your half of the court. Officials will assess penalties if this does not occur. (MSHSAA Basketball Manual page 11, item 4-N)

13. Participating teams are not permitted to warm-up at half-time of any games except the ones in which they are playing.

14. It is the policy of the MSHSAA that fans are not allowed to storm the court following any contest. It is the responsibility of the site manager, the game security personnel, and the administration of the competing schools to work together to insure this policy is met. The ultimate responsibility for compliance with this policy, however, lies with the administration of each competing school.
APPENDIX D: MSHSAA VIDEOTAPING POLICY

1. Videotaping/Filming by Spectators
   a. Videotaping/filming shall be limited to personal use and shall not be used for scouting, coaching or commercial purposes.
   b. Spectators videotaping/filming shall not interfere with the view of the contest by other spectators.
   c. The contest and/or tournament site shall not permit the use of more than the seating space for which the spectator has paid (when seating is needed).
   d. The contest and/or tournament site accepts no liability for damage or theft of spectator equipment nor any injury as a result of the privately owned equipment.
   e. Spectators may use equipment only in the spectator seating area.
   f. Spectators shall supply their own sources of power. The site management will not be expected to provide sources of power.
   g. Violation of these standards may result in the removal of the offender(s) from the premises.

2. Videotaping/Filming by School Representatives
   a. A school or a school representative may videotape/film a regular season contest in which the school team is participating. Such videotape/film may not be used for coaching purposes until after the contest is completed and in accordance with specific National Federation Rule Book restrictions for each sport.
   b. A school or school representative may videotape/film a regular season tournament or contest between other school teams, provided prior arrangements have been made with the event manager or provided it is done at the expense of the school. The official school representative should check in with the event manager upon arrival to the site to arrange the setup location for the video equipment and to review any site-specific requirements.
   c. Videotaping/filming of an MSHSAA sponsored contest and/or tournament by personnel from one of more of the actual participating schools is permitted provided prior arrangements are made with the event manager, and it is done at the expense of the school involved. A maximum of one individual per school is permitted to videotape/film unless the contest manager determines space is available for additional cameras. The official school representative should check in with the event manager upon arrival to the site to arrange the setup location for the video equipment and to review any site-specific requirements.
   d. An official school representative may videotape a district or state playoff series event involving other school teams, provided prior arrangements have been made with the event manager and provided it is done at the expense of the school. A maximum of one individual is permitted to videotape and should expect to use a battery pack as his/her sole power source. The official school representative should check in with the event manager upon arrival to the site to arrange the setup location for the video equipment and to review any site-specific requirements. The host facility is not required to provide a power source or other accommodations for videotaping.

3. Videotape/film shall not be used for the purpose of protesting a contest.
APPENDIX E: PROTEST PROCEDURE

1. Protest Procedure (MSHSAA Board Policy): The Board of Directors adopted the following policy, March 1997, to address protests. The Board acknowledges that mistakes are made by officials in judgment and even sometimes in misapplication of game rules. However, the decisions rendered by officials at the contest site are to be final and any further process other than the one outlined below would not truly serve a useful purpose in the overall scope of high school athletics.
   a. Within the procedures established within each individual sport rule code, the head coach must request a review of an official’s application of a rule through appropriate channels.
   b. If, after the review is complete, the coach still believes there has been a misapplication of a rule by a contest official(s), the coach shall then file a formal verbal protest with the game officials who will then notify the opposing coach immediately of the protest. A coach shall not protest a decision of judgment.
   c. Following this notification of protest, the head coach shall be allowed approximately ten minutes to use his/her National Federation Rules Book, National Federation Case Book, MSHSAA Rules Meeting Announcements and/or MSHSAA Sport Manual to locate and show the game official(s) the appropriate rule reference which clarifies a misapplication of the game rule. If the head coach does not have personal copies of the above mentioned materials at the game site or the specific rule reference(s) or case book play(s) cannot be located within the maximum allowable ten minutes, the protest shall automatically be disallowed and the game shall continue from the point of interruption. If a rule reference(s) or case book play(s) is found that indicates a misapplication of a rule has occurred, the official’s decision shall be corrected at that time before any further action occurs, and the contest shall be resumed from the point of interruption after the correction as provided in the contest rules. When appropriate, the game officials may assist the head coach in locating appropriate rule and case book references.
   d. All protests shall be resolved at the contest site before any further game action occurs.
   e. Protests that are not filed in a timely manner by that sport rule code shall be automatically disallowed.
   f. The MSHSAA Board of Directors and/or staff shall not review contest protests.

2. Application of Protest Procedure
   a. Introduction: Protests rarely occur and the new protest procedure policy is not intended to increase the frequency of protests. It is however, intended to resolve the protest on site. For this to occur the following must take place:
      i. Coaches and officials must be professional with each other. This should be a non-confrontational conference.
      ii. As stated above, protests involve application of rules only – not judgment calls. (Examples of items which could be protested: Football – penalizing 5 yards instead of 15 yards; Wrestling – allowing one minute for injury time instead of two minutes; Softball – allowing only two charged defensive conferences instead of three.) (Examples of items which could not be protested: Football – pass interference; Wrestling – stalling; Softball – out or safe calls.)
      iii. Get It Right! If the official has made a mistake – admit it, correct it and move on.
   b. Process
      i. Once a head coach has filed a formal verbal protest with the game officials, they shall then notify the opposing head coach of the protest and the playing field, court, mat, etc. shall be cleared of all participants and they shall report to their respective team bench areas.
      ii. The head coach shall then be allowed approximately ten minutes to locate specific rule references from the NFHS Rules Book, NFHS Case Book, MSHSAA Rules Meeting Announcements and/or MSHSAA Sport Manual to substantiate the claim that a misapplication of a game rule has occurred. The game officials shall also confer among themselves during the period to address the claim of the coach as to the potential rule misapplication.
      iii. If the head coach is able to produce rule evidence from the above mentioned sources to support the claim of a misapplication of a game rule, the officials shall correct the error as provided in the contest rules and the contest shall proceed from the point of interruption. If the head coach cannot produce the evidence, the protest shall be disallowed and the contest shall continue from the point of interruption. The previously mentioned materials must be immediately available for review at the playing field sideline, courtside, mat side, etc. (Time shall not be provided to go to a locker room, team bus, coach’s office, etc.)
   c. Once the final decision regarding the protest has been rendered, the game officials shall provide the participants sufficient opportunity to warm-up before the contest is resumed.
The coaching boxes are to be clearly marked using removable tape which is a contrasting color to the sideline. Coaching boxes are to be clearly indicated during the tournament and all regular season contests as well by National Federation Basketball Rules.

LOCATION AND DIMENSIONS OF THE COACHING BOX

1. The 28’ distance is a reference point.

2. The 2” lines to mark the box are outside and perpendicular to the sideline 28’ from the end line and the end line.

3. The depth of the box depends on how far the bench is from the sideline. The box and the lines designating the limits of the box extend to the bench.

4. The perpendicular lines for the box shall be a contrasting color with the sideline.

5. If permanent paint is not present, then temporary tape shall be used to locate the coaching boxes for all games.

6. The box is bounded by the sideline, the perpendicular lines and the team bench.
TO: MSHSAA District, Sectional, and Quarterfinal Event Managers

FROM: Craig A. Long, Chief Financial Officer

RE: 2019-20 Championship Series Souvenir Sales

The MSHSAA has contracted Missouri Cotton Exchange of Columbia, Missouri, to be the official souvenir vendor for all MSHSAA state championship series events.

This exclusive contract provides that member schools serving as host sites for MSHSAA sponsored District, Sectional, Quarterfinal, and Final events, shall sell souvenirs acquired only through Missouri Cotton Exchange. As the site manager of a host school, Missouri Cotton Exchange will contact you with a suggested quantity based upon the sales history of your district, sectional, or quarterfinal event. Following the event, all unsold items shall be returned to Missouri Cotton Exchange within 10 business days (unless alternative arrangements are agreed upon prior to the event), and the host site or selling party retains a 25% commission on the items sold.

The souvenirs available through this program include long sleeve and short sleeve T-shirts, depending on the season. The sales prices are pre-established. Missouri Cotton Exchange designs, and the MSHSAA approves the artwork. Prints will be two or three color graphics describing the sport or event, the district, sectional, or quarterfinal number and location, and may include school name(s) when desired. All shirts are 100% cotton, and typically white or heather gray in color. They are the same style and quality as those sold at MSHSAA state championship events.

Besides the contractual designation as the official souvenir vendor, Missouri Cotton Exchange has been a very supportive partner of the MSHSAA and our member schools. Missouri Cotton Exchange has donated the apparel for events such as the annual Sportsmanship Summit, Junior High Essay Contest and the New AD Summer Workshop. We have every confidence that MCX will take good care of you. Please see the comments from the owner/operator Jeff Glenn on the reverse side.

-Over-

"The MSHSAA promotes the value of participation, sportsmanship, team play and personal excellence to develop citizens who make positive contributions to their community and support the democratic principles of our state and nation."
Lead Up Event T-shirt Sales Program

At Missouri Cotton Exchange, our goal is to make the souvenir ordering process as easy for you as possible. Here is how it works:

1. About a week prior to a lead up event, i.e. Districts, Sectionals or Quarterfinals, we write a suggested order based on last year’s sales and send this information to each host school. It will be sent to the school, using contact information provided by the MSHSAA office. **There is no need to call us as every host school will receive the information.**

2. To take part in the T-shirt sales program, all you, your coach, or your booster club president has to do is simply sign and fax the form back to us. **The end.** If you or your representative has different ideas about quantities & sizes, make the adjustments and fax them back to us.

3. We will send your order, postage paid, to your school (or a designated address), a few days before the event. Along with your shirts we will include a settlement form to be completed at the sales end. This will act as your invoice when completed.

4. After the event, **you keep 25% of the proceeds**; send one check for the balance along with any unsold T-shirts back to us. You virtually have **no risk.** The only thing you pay is the return postage – if any. (Please send payment within ten days. If this is not possible due to school procedure, please send the completed settlement form and the unsold items with a note.)

We look forward to working with you this season!

Jeff Glenn
APPENDIX H: LIFETIME PASS AND OBSERVER PASS

Missouri State High School Activities Association
1 N. Keene Street, Columbia, MO 65201-6645 • P.O. Box 1328, Columbia, MO 65205-1328
Phone (573) 875-4880 • Fax (573) 875-1450 • www.mshsaa.org • email@mshsaa.org

Dr. Kerwin Urshahn, Executive Director
Stacy Schrader, Associate Executive Director
Donnie Davis, Assistant Executive Director • Kevin Garner, Assistant Executive Director • Craig Long, Chief Financial Officer
Don Maker, Assistant Executive Director • Louisa Zocchi, Assistant Executive Director • Dennis Salt, Assistant Executive Director
Greg Stahl, Assistant Executive Director • Jason West, Communications Director

To: Athletic Administrators
From: MSHSAA Office
RE: Lifetime Pass and Observers Pass

These passes are either gold with black lettering (as shown) or silver with red lettering and border etched on metal. They should be easy to identify.

Please honor this pass at all MSHSAA events.

This pass is white with blue lettering and has the MSHSAA seal in red ink and should be easy to identify.

Please honor this pass at all MSHSAA events and assist the observer in any way you can.

"The MSHSAA promotes the value of participation, sportsmanship, team play and personal excellence to develop citizens who make positive contributions to their community and support the democratic principles of our state and nation."
In the chart below, **ONLY** those items marked “Yes” will be allowed as fan/spectator support items at all MSHSAA District and State Series Championships. **Schools are encouraged to follow these guidelines during the regular season.** Sportsmanlike vocal cheering and support from the team bench area are encouraged. The items indicated on this page are for use by all fans/spectators.

<table>
<thead>
<tr>
<th>SPORT</th>
<th>BA</th>
<th>BK</th>
<th>CC</th>
<th>FB</th>
<th>GO</th>
<th>SO</th>
<th>SB</th>
<th>SW</th>
<th>TN</th>
<th>TR</th>
<th>VB</th>
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<tr>
<td>Balloons</td>
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<td>No</td>
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<tr>
<td>Banners on wall</td>
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<td>Confetti/shredded paper</td>
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<td>Hand held signs (no obstruction of view)</td>
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<td>Laser light/pointer/flashing objects</td>
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<td>Megaphones (Exception: Sideline Cheerleaders only)</td>
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<td>No</td>
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<tr>
<td>Artificial noisemakers, (including but not limited to horns, cow bells, bells, buzzers, shakers, clickers, thunder sticks, rattles, instruments not part of a band)</td>
<td>Yes</td>
<td>No</td>
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<td>Whistles</td>
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<td>Shirts on fans (required)</td>
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<td>No</td>
<td>No</td>
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<td>Yes</td>
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<td>Team Introduction Run-Throughs or Break Away Banners (fans)</td>
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<td>No</td>
<td>No</td>
<td>No</td>
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<tr>
<td>Team Introduction Run-Throughs or Break Away Banners (team personnel &amp; sideline cheerleaders)</td>
<td>Yes</td>
<td>Yes</td>
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<td>Poms, spirit/rally towels</td>
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<td>Cannons/muskets/guns/fireworks</td>
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