

## Founders Classical Academy Drill Team 2024 – 2025 Demerit System

The purpose of the demerit system is to reinforce the team constitution by keeping members accountable for policies and procedures. The Silhouettes are expected to be leaders and role models at all times. Drill team members are to be responsible and respectful young women who are examples to others. The Silhouettes will display appropriate behavior in and out of school. While intended to address minor disciplinary infractions, demerits do accumulate and may result in dismissal from the team.

The Director/Coaches will maintain a record of each member's demerits in a demerit notebook. It is, however, the responsibility of the individual team member to remain aware of her demerit status at all times throughout the year. Parent's will be notified once a member receives her 3<sup>rd</sup> demerit.

### Demerit Guidelines

1. Only the Director/Coaches can give demerits.
2. Officers can suggest demerits to the coaches.
3. Nine demerits accumulated during each season will result in removal from the team.
4. All officers will receive double demerits.
5. If an officer receives 5 demerits, she will be relieved of her office.
6. Drill team members on probation, due to demerits, are still required to attend all practices and performances.
7. Absences that are excused and will receive no demerits include: illness with notice given to coaches, death in the family, and academic responsibility (missing part of practice for a test or other approved academic reason will carry no penalty, but PRIOR approval must be obtained from the coaches, or demerits will be assigned).
8. Demerits carry weight with performances as well, if a member accumulates a certain number of demerits, that member will suffer the consequences. At the Director/Coaches discretion, the member may be removed from performances, suspended from the team/probation, when certain points are reached.
9. Dance and Social officers will receive DOUBLE the number of demerits for any offense. Officers are to set a good example and uphold all the standards set for the organization.

### Penalties of Demerit System:

1. **3 demerits:** will result in one week of probation from performance and parent notification.
2. **6 demerits:** will result three weeks of performance probation and parent notification.
2. **9 demerits:** will result in removal from the squad for the remainder of the year.

\* On the day a member receives her 9<sup>th</sup> demerit, she has until the end of practice to remove one or more demerits to remain on the team. If practice has ended and the Director/Coaches have left the school, the member has missed the opportunity to remove demerits and actions will be taken the following day to begin the removal process

**List of Demerits (included but not limited to):****Minor offenses (1 demerit)**

1. Late to practice without prior notice to the coaches (1 demerit) for every 5 minutes late.
2. Late notifying coaches of an absence – Directors should have received notice by 10:00 a.m.
3. No ride in parking lot after a performance or practice (1 demerit every 10 minutes)
4. Failure to text or email the Director/Coaches with any information.
5. Negative attitude at practice or a performance (includes complaining).
6. Failure to wear or bring the proper practice clothes or performance attire.
7. Failure to return drill team items by assigned deadline i.e., poms.
8. Is not courteous at practice or performance.
9. Not participating with the team.
10. Dirty or wrinkled uniform, costume or boots
11. Spraying perfume or hairspray while wearing formal uniform or borrowed uniform pieces.
12. Incomplete uniform.
13. Removing any piece of the uniform without prior permission from Director(s)/Coaches.
14. Talking or excessive movements on sidelines (includes talking with bystanders).
15. Failure to have performance hair and makeup.
16. Not having full uniform pieces at check in.
17. Loss of any piece of uniform or costume during a performance (preventable causes).
18. Showing of undergarments at a performance.
19. Not sitting in assigned seat during a game or performance.
20. Not having required pieces at practice – i.e., poms, tennis shoes, jazz shoes, practice attire etc.
21. Chewing gum at a practice or performance.
22. Leaving team area during a practice or game without permission.
23. Not coming back to a practice or performance at the given time.
24. Talking while instruction is given.
25. Neglecting assigned duties during “workdays” i.e., homecoming.
26. Not following instruction or direct order from the director, coaches or officers.
27. Leaving uniform pieces or personal items after a practice or performance.
28. Failure to participate or dress for game day or spirit day in complete outfit, including bow.
29. Wearing drill team uniform pieces when not assigned.
30. Not keeping up with choreography when asked to do so at a practice.
31. Not knowing a routine by the deadline.
32. Not taking responsibility to learn new routines when absent from practice.
33. Failure to perform “full out” at all practices, performances or stand dances when asked by the Director/Coaches, Captain or leading officer.
34. Failure to bring “big sis/lil sis” gifts.
35. Poor sportsmanship.
36. Not signing in and out.
37. Any offenses deemed necessary by the Director/Coaches.

**Deliberate offenses (2 demerits)**

38. Disrespectful behavior or profanity towards the officers or other members of the team (includes gossip).
39. Discussing drill team business with non-members.

40. Contradicting the Director/Coach's decisions or critiques.
41. Lying, stealing, or cheating.
42. Truancy (2 demerits) for each offense.
43. Any discipline given from school personnel that results in a missed practice 1<sup>st</sup> offense. (2 demerits)
44. PDA while wearing any drill team apparel. (1<sup>st</sup> offense)
45. Failure to meet deadlines for turning in money, uniforms, paperwork, videos, or other assigned (2 demerits)
46. Failure to follow school rules and policies. (2 demerits)
47. Social media bullying/slander. (2 demerits)
48. Allowing someone other than a member to wear a drill team item. (2 demerits)
49. Any failing grades on progress report or report card. (2 demerits)
50. Missing practice without notifying the coaches in advance (2 demerits) by 10:00 am.
51. Inappropriate post of any type on social media. Including but not limited to any posts that is unbecoming of a Silhouette, including a post by someone else. (2 demerits)
52. Use of cell phone during a practice or performance without the permission of the Director(s)/Coaches. (2 demerits)
53. Late in notifying Director(s)/Coaches if missing a game or practice must be sent by 10:00 a.m. (No later than the day of.) This is a punishment on the team re: formations

#### **Recurring or excessive offensives (3 demerits)**

54. Disrespect or profanity towards Director/Coaches, faculty, school personnel or property.
55. Unexcused absence from a scheduled dance team performance.
56. Any discipline given from school personnel that results in a missed performance. 2<sup>nd</sup> offense
57. PDA while wearing any drill team apparel. 2<sup>nd</sup> offense
58. Use of alcohol, smoking vaping or illegal drugs (5 demerits, suspension from the team and possible dismissal) \*Please refer to the Silhouettes Code of Conduct for more details.
59. Late for check in at a performance.

#### **Ways to work off demerits – your choice of:**

- 1 – Demerit**
- = 50 kicks
  - = 4-minute plank
  - = 20 burpees
  - = 20 men's pushups
  - = 30 walking lunges
  - = 30 v ups
  - = 30 full sit ups