



RULES & REGULATIONS

Revised January 2026

Introduction

KaraOakland is rooted in inclusivity, joy, camaraderie, silliness, transparency, and community. We're dedicated to uplifting the art and craft of karaoke and each other. The league-style competition builds friendship through teams while keeping the stakes minimally high with wins and losses.

We're so glad you're here!

LOW-KEY League Rules

League Culture/Code of Conduct

- Be Cool!
 - a. HAVE FUN! This whole thing is for fun. Lean into the fun. PLEASE!
 - i. If you're *only* here to win, maybe you should play a sport instead.
 - ii. If you are not having fun, please talk to your team captain or email karaoaklandstaff@gmail.com.
 - You can also [submit an anonymous comment here](#).
 - b. Support everyone, on and off your team.
 - i. Try to take breaks in between rounds, not during team performances.
 - ii. Be a good audience member: be engaged and supportive during all performances.
 - c. Remember this is a volunteer-run league: please treat the leadership team with kindness and respect.
 - d. This league, including its structure and rules, is subject to change based on any number of circumstances: please be flexible and patient.
 - e. Don't come if you're sick. Duh.
- Don't Cheat!
 - a. No outside voting: must be present to vote.
 - i. Don't tell your mom to vote from home.
 - b. No double-voting: one vote per person.
 - c. No colluding with other teams (e.g., coming together to rank the leading team last)

- d. Vote with your heart!
 - i. You can always rank your own team first, of course, but give credit to your fellow teams and avoid strategic ranking.
- e. If a player/players is/are suspected of cheating, leadership will look into it. Any confirmed cheating risks expulsion from the league.
- f. If you are considering cheating in competitive karaoke, we respectfully suggest that you may have larger problems in your life that you should probably be focusing on. Respectfully.
- Tip Your Bartenders & KJ!
 - a. League nights can get busy; be patient with the staff and tip them well!
 - b. The KJ gets a cut of registration fees as a tip from KaraOakland; additional tips are appreciated!
 - c. If you stay after to sing at open karaoke, **please tip the KJ.**

Song Selection

- Adhere to the themes!
 - You can interpret the theme any way you like, but be ready to defend your song choice should anyone ask.
 - You are welcome to do a pre-song “explainer”, but keep it under 30 seconds.
- Pick the right songs for your team.
 - Music is universal, but cultural appropriation is not cool.
 - Celebrate the strengths of your entire team, not just the stellar singer(s).
- Check the [Do Not Sing list](#).
 - These include:
 - Songs that have been performed three times in the last five seasons
 - Songs that have been performed twice in the last calendar year.
 - Songs/artists that have been deemed inappropriate by society and/or league leadership.
- No songs over 4 minutes!
 - A few seconds over is OK, but the night must end by 9.
 - Please pay attention to the length of your songs, and don't be the team that *always* does 4½ minute songs.

Preparing and Performing

- Don't do too much
 - Be reasonable with your time/energy, and mindful of the time/energy you ask of your teammates.
 - We recommend spending no more than three hours/week on prep.
 - There are **three (3)** microphones available at the Legionnaire. Plan accordingly.
- All your sh*t must fit in a tote bag or backpack
 - Less is more in the Low-Key League!

- Each player may have one backpack OR tote bag for props/costumes/bribes each night.
- "Audience Bribes" (such as candy or baked goods) are OK, but keep it low-key. If you're serving consumables, you are responsible for bringing all the required accoutrements.
- **Teams are responsible for cleaning up after their performances.** Don't do so much that you can't clean it up within a minute or two.
- Don't spend too much money
 - When putting together your performances, we encourage:
 - DIY
 - Thrifting/ Secondhand
 - Borrowing things
 - Join the Prop Swap group on WhatsApp!
 - Find your local Buy Nothing Group
 - We do not encourage buying things on Amazon or from other large corporations.
 - Outside of the registration fee, any money spent is voluntary. Don't ask or require your teammates to make purchases they don't want to make.

LOW-KEY League: How It Works

Team Building

- At registration, participants note whether they are signing up with friends/ an existing team or as a free agent.
- All participants are encouraged to attend pre-season events, where free agents can be drafted to existing teams or come together to create their own.
- Teams will be locked in no later than a week before the season starts, and everyone will get a dashboard with team contact information.
- A waitlist will be opened automatically once we hit capacity.
- Once teams are locked in, they agree upon a team captain (or two co-captains). The captain(s) is/are responsible for the general wrangling of their team, submitting song choices, and advocating for their team with leadership when issues arise. Captains must also attend a preseason captains' meeting and be active and responsive in the captain's chat.

League Play

- The league consists of 6 teams of 7 singers each.
- There are 6 nights of regular league play throughout the season, and a 7th night for the Finals.
 - There are 2 bye weeks during the regular season. We take a break from league competition, but we still sing our hearts out at casual karaoke or fundraising events! These weeks are always a blast, so we don't recommend skipping them!

- Each league night, teams present three rounds of themed karaoke.
 - Themes are decided by the commissioner(s)/ leadership team.
 - Themes are announced ahead of time, and song submissions open at a predetermined time.
 - Song submissions are taken on a first-come, first-served basis. No repeat songs allowed. (Leadership will follow up ASAP with captains who request a repeat song)
 - Captains are asked to have all of their submissions for each week locked in 24 hours before the competition night.
 - All three rounds may be performed by any team member(s). Please note there are only **three (3)** microphones available to use in each performance.
- After each round, everyone in the bar is invited to vote for their favorites in that round.
 - Players and audience members are both invited to vote.
 - All voters rank their top three performances.
 - Round 1 voting ends after the first song of Round 2, and so on.
- In addition to the audience vote, each team awards another team with their Game Recognizes Game Vote (“GRG” or “Team Vote”).
 - After the final performance, captains survey their team and agree on another team they thought Brought It ™ the hardest, and why.
 - Team Captains present their GRG votes before the voting results are announced.
 - Teams receive 2 additional points to their total for each GRG they receive.
- At the end of the six week season, the top two point-scoring teams go head to head in the Finals.
 - All teams are invited to perform at the Finals, even if your team is out of the running for the championship.
 - All teams receive an award, so don’t skip it!

Nightly Schedule

This schedule is subject to change. Times listed are approximate.

7:00 Welcome/Opening Announcements

7:05 Communal Warm-Up Song: one member from each team sing a song together

7:15 Round 1

7:45 Interval: the host performs a song or presents a guest performance

7:50 Round 2

8:15 Round 3

8:45 Interval: audience activity/game or guest performance

8:50 Captains present Game Recognize Game votes

8:55 Voting Results Revealed

Performance Order

- Performance Order will change weekly. The Commissioner will publish the performance order at the start of the season.
- Tables will be reserved for teams in the same order as the weekly performance.
 - *The Legionnaire is a public space, so reserved seating cannot be guaranteed, but we don't usually have a problem with this.*

Voting

- In between each round the crowd (and teams) are invited to rate the performances.
- QR codes can be scanned around the bar or navigate to KaraOakland.com/vote.
- Voters rank their top three performances of the round.
- Voting opens after each round. Do not attempt to vote before all of the performances in that round are complete.
- Voting for Round 1 closes after the first song of Round 2. Voting for Round 2 closes after the first song of Round 3. Voting for Round 3 closes after the Interval and before the GRG votes are cast.

Attendance

- This is a team sport, so attendance is critical to your team's success. Don't leave your team hanging!
- If a player is habitually absent, their captain reserves the right to talk to the commissioner and find a replacement from the waitlist.
- If you find that you are unable to continue with the season, let your captain know right away so they can find a replacement.
- Floaters:
 - If a team has an absence, they may bring in ONE guest singer to "float." Floaters may not perform a song solo.
- DO NOT ATTEND IF YOU ARE SICK.

Scoring

- The top three ranked performances in each round score:
 - 1st place: 10 points
 - 2nd place: 6 points
 - 3rd place: 3 points
- Teams get an additional 2 points for each GRG vote they receive that week.

Finals

- Theme(s) for the Finals are TBA.
- There will be three (3) rounds of play in the Finals:
 - Round 1: Signature Round

- Teams perform a regular song in their “signature style”
 - Round 2: Challenge Round
 - Teams must complete a challenge put forth by another team
 - Round 3: Showstopper Round
 - This is the one time all season where you can get “high-key.” Bring your props and costumes, and pull out all the stops.
 - The team with the most points over all three rounds claims the title and a spot on the banner!
- All teams are invited to perform at the Finals, even if they’re out of the running for the championship. Everyone gets a little prize, too, so be there or be square!!

Apres-League (After League Play)

- Near the end of the night, the Legionnaire opens up its list for the general population to sing. Open karaoke usually starts around 9:15.
- Please be considerate of others during after-league karaoke: if you sang a bunch during the night, maybe step back or wait a little bit to sing again.
- The KJ gets a cut of the registration fees as a tip from KaraOakland *for league nights* (any additional tips are appreciated); **if you stay and sing at open karaoke, please tip the KJ.**

Need Help?

If you’re not satisfied with your KaraOakland experience, we want to help!

If appropriate, bring your concern to the attention of your **team captain** first. Captains have a direct line to the leadership team and can reach out to them on your behalf.

If you don’t wish to bring it to your captain or otherwise wish to contact leadership directly, you may email karaoaklandstaff@gmail.com.

If you’d like to submit an anonymous comment, [click here](#).