



## DEDUCTION

## POINTS

### INDIVIDUAL ATHLETE

#### Fall(s) - 0.5

*Examples would include but not limited to: (a) athlete landing on hands/knees/head/shoulders/back during or after a tumbling/jump skill, (b) athlete falling to the performance surface while transitioning.*

### STUNTS / PYRAMIDS

#### Minor Building Fall (BF1) – 1.0

*Examples would include but not limited to: Drop from individual stunt to load in, cradle, prone, flatback, top becomes weight bearing on backspot or base/spot landing on the ground. This would include stunts that meet this definition but are still able to continue building following the disruption.*

#### Major Building Fall (BF2) – 2.0

*Examples would include but not limited to: Drop from individual stunt to a compromising position (top landing in a position not mentioned in Stunt/Pyramid Minor Fall or to the ground) or multiple bases or base and spot landing on the ground.*

#### Pyramid Fall – 3.0

*Two or more connected stunts falling. If multiple pyramids are built at the same time, each pyramid would be treated separately. If multiple tops fall in the same pyramid but not in direct connection, this deduction would still apply.*

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## Other

### Out of Bounds - 0.5

*ONE ENTIRE full hand, foot or body part is completely outside of the performance surface.*

### Unsportsmanlike Behavior – 1.0

*When a coach is in a discussion with an official, other coaches, athletes, and parents / spectators they must maintain professional conduct. Failing to do so may result in 1.0 deduction, removal, or disqualification.*

### Excessive Celebration / Team Introductions – 1.0

*Introductions (tumbling, entrances, chants, spell outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals and traditions need to take place prior to entering the mat. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Examples include but not limited to: chest bumps, hugs, handshakes, etc. Teams should refrain from any type of excessive celebration following the team's performance. Examples include but not limited to team huddles, alternates/coaches entering the competition floor, and falling to the ground following the performance.*

### Time Limits – 1.0 or 2.0

*Timing will begin with the first movement, voice, or note of the music, whichever comes first. One (1) point deduction for 3-5 seconds over, Two (2) point deduction for 6+ seconds over. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time.*

### Props - 0.5

*Hard props/megaphones released from an athlete while loading, dismounting or stationary in a stunt, a person on the ground throwing to another person or discarding a hard prop/megaphone with the intent of distance, athletes performing/landing stunts, tumbling or jumps on props, top person using a prop with a metal or other hard material pole(s). Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles. Note: Props maybe placed off the performance surface by someone standing inside the performance surface.*

### General Safety Violation – 2.0

*When a skill is performed in an illegal manor, however the skill itself is not illegal. Examples would include but not limited to: a braced flip where one of the bracers happens to fall during the flip, incorrect spotter grips on single base style stunts, performance errors.*

### Specific Safety Violation – 3.0

*When a skill is not performed in a legal manor. Examples would include but not limited to: Braced flipping pyramid with only 7 people or a bracer in a shoulder sit, release transitions landing inverted, missing a required spotter – does not include incorrect spotter grip.*