



DEDUCTION SYSTEM



ROUTINE INFRACTIONS

ATHLETE FALL - .25

- Drops to the performance surface during tumbling and/or jump skills
Includes the following:
- Hand, hands or head down in tumbling or jump skills
- Knee or knees down in tumbling or jump skills

BUILDING FALL - .75

- Drops to a cradle and/or load in position from a stunt, pyramid and/or toss
Includes the following:
- Base or spotter drops to the performance surface during a building skill

MAJOR BUILDING FALL - 1.25

- Drops to the performance surface from a stunt, pyramid or toss by the top person and/or the bases/spotters
Includes the following:
- Top person drops to the performance surface
- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface

MAXIMUM - 1.75

- When multiple deductions should be assessed during a stunt or toss (by a single group) or during a pyramid sequence, then the sum of those deductions will not be greater than 1.75. During pyramids where a fall continues to effect other portions of the pyramid, the deduction will not exceed 1.75. Two separated pyramids will result in separate deductions. The MAX deduction for a pyramid will not exceed 3.5.

BOUNDARY VIOLATIONS - .25

- A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

RULE VIOLATIONS

TIME LIMIT VIOLATIONS - .25

Teams that exceed 2:30 will be subject to the following deduction:

- 1 or more seconds over time will result in a .25 deduction
- The routine time limit is 2:30. Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:32.
- [Scholastic cheers that do not meet the 30-second minimum requirement will be assessed a time limit deduction.](#)

SAFETY VIOLATIONS

- -.50 Tumbling skills performed out of level and General Safety Guidelines will be issued a .50 deduction.
- -1.0 Building skills performed out of level will be issued a 1.0 deduction.

IMAGE POLICY -.25

- Inappropriate choreography, uniform and/or music, as well as violations that break the image policy will be issued a .25 deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION - 1.0

- -1.0 When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 1.0 deduction and removal of coach or disqualification.
Includes the following:
- Inappropriate and deliberate physical contact between athletes during the event
- Abuse of equipment or any items associated with the event
- Using language or a gesture that is obscene, offensive, or insulting
- Using language or gestures that offend race, religion, color, descent or national or ethnic origin
- Failing to perform a routine
- Excessive appealing at score check (if available)
- Showing dissent towards scoring official decision by word or action
- Threat of assault to an event representative
- Public criticism of an event related incident or event official

MINIMUM ATHLETE REQUIREMENT

If a team competes with fewer than the minimum number of athletes for their specific division, a deduction will not be assessed if that team is registered and rostered with the minimum amount of athletes required for that division. Teams that register, roster, and compete with fewer than the number of athletes required for a specific division will either be moved to the correct division or issued a 5 point deduction.

From a judging perspective, all teams competing with fewer than the number of athletes required will be scored as if they meet the minimum athletes requirement (in terms of majority and most) and will not be eligible for bids to any end-of-season events.

