

INDIVIDUAL SKILLS

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 SKILLS

BUILDING FALL .75

- * Drops to 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 transition, then the sum of those deductions will not be greater than 1.75.

OTHER SKILLS

SAFETY VIOLATIONS

- * Building skills performed out of level will be issued a 1.0 deduction.
- * Tumbling skills performed out of level and violation of any other General Safety Guidelines will be issued a .5 deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION 2.0

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 2.0 deduction and removal of coach or disqualification.

BOUNDARY VIOLATIONS .25

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary.

UNIFORM DISTRACTION 1.0-2.0

The Safety judge or Head Judge reserves the right to stop a routine, assess a deduction, and/or disqualify a team due to a uniform distraction (i.e. garment not being securely fastened/attached, straps break, pants split, etc.). Each performed is required to take the necessary steps to avoid inappropriate exposure prior to the performance. Leaving the performance floor to adjust a uniform may result in a deduction of a Safety Rule infraction assessable from a 1.0 to a 2.0 deduction or disqualification depending on the amount of distraction and/or inappropriate exposure.

INAPPROPRIATE CHOREOGRAPHY & MUSIC DEDUCTION 1.0

A deduction of 1.0 (per violation) will be given for vulgar or suggestive choreography, which includes but is not limited to movements such as hip thrusting and inappropriate touching, slapping, positioning of body parts and positioning to one another. Deductions will be given for music or words unsuitable for family listening, which includes but is not limited to swearwords and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body torso, and/or violent acts or behavior. Removing improper language or words from a song and replacing with sound effects or other words constitutes inappropriate, and deductions will be made accordingly.

TIME LIMIT VIOLATIONS

Teams that exceed division time limits are subject to the following deduction:

- * .01 - 2.99 seconds over time will result in a warning.
- * 3 - 5.99 seconds over time will result in a .5 deduction.
- * 6 - 10.99 seconds over time will result in a 1.0 deduction
- * 11 or more seconds over time will results in a 2.0 deduction

Routines that exceed the 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 3 seconds over the time limit.

CHEER VOCAL COMPONENT .5

A team that uses pre-recorded words or voice-overs during the cheer section will receive a .5 deduction. Judges should only hear the athletes' voices during the cheer.