

INDIVIDUAL ATHLETE	MINOR FALL	0.25 points
	<i>Examples: hands/knees down on tumbling, jumps or other skills</i>	
	MAJOR FALL	0.5 points
<i>Example: landing on head, shoulders, back on tumbling, jumps or other skills</i>		

BUILDING SKILLS	BOBBLE	0.5 points
	<i>Example: Stunts, Tosses and Pyramids that almost drop/fall or excessive movement of bases. This includes dropping of an extended stunt to prep level or bases traveling to keep the stunt extended. This would not include a stunt where only the top person drops body position, or small balance checks. A bobble will be issued if a top person is standing on both feet and only one foot falls below prep level. Stunts that come down but do not meet any of the Minor/Major Fall definitions will be issued a Building Bobble.</i>	
	MINOR FALL	2 points
	<i>Example: Drop from an individual stunt to load in, cradle, prone or flatback. This also would include the top becoming weight bearing on the spot, a base or spot landing on the ground, or if the top is brought to the performance surface in a controlled manner. In a 2 foot stunt, if both feet drop below prep level or in a 1 foot stunt, the foot that is providing support drops below prep level a Minor Fall will be issued. Incomplete twisting baskets. Stunts could meet this definition and continue building following the disruption.</i>	
	MAJOR FALL	3 points
<i>Example: Drop from an individual stunt to a compromising position. This would include the top landing in a position not mentioned in Building Minor Fall or to the ground in an uncontrolled manor or multiple bases or base and spot landing on the ground. Incomplete flipping baskets or baskets that do not land in a cradle position. Stunts could meet this definition and continue building following the disruption.</i>		
	PYRAMID FALL	4 points
<i>Example: 2 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 are not in direct connection, this deduction would still apply.</i>		

OTHER SKILLS	OUT OF BOUNDS	0.5 points
	<i>Example: One entire hand, foot, or body part is completely outside of the performance surface.</i>	
	PROPS	1 point
	<i>Example: A 1 point penalty will be assessed for signs or other hard props that are thrown. Does not include poms or props that are placed or dropped. If props are placed or dropped, they may go outside the performance area.</i>	
	UNSPORTSMANLIKE BEHAVIOR	1 point
	<i>Example: 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 a 1.0 deduction, removal or disqualification.</i>	
	EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS	1 point
	<i>Example: 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: chest bumps, hugs, handshakes, etc. Teams should refrain from any type of excessive celebration following the team's performance. Examples: team huddles, alternates/coaches entering the competition floor, and falling to the ground following the performance.</i>	
	TIME LIMITS	3, 5, or 7 points
<i>Example: Timing will begin with the first movement, voice, or note of the music, whichever comes first. Three (3) point deduction for 1 - 5 seconds over, five (5) point deduction for 6-10 seconds over, and seven (7) point deduction for 11 seconds and over. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time.</i>		
GAME DAY FORMAT VIOLATION	2 points	
<i>Example: Skills or elements that do not meet the additional skill restrictions for a Game Day Performance. Examples: Exceeding 3 consecutive 8-counts of incorporation during the fight song. Tumbling outside the allotted restrictions. AACCA approved stunts/pyramids/tumbling that is not allowed during a Game Day Routine. General and Specific Safety Deduction can still be given in the Game Day Divisions.</i>		
GENERAL SAFETY VIOLATION	2 points	
<i>Example: When skills are performed in an illegal manner, however, the skill itself is not illegal. Example: Braced flip where one of the bracers happens to fall during the flip. Incorrect spotter grips on single base style stunts. Performance Errors.</i>		
SPECIFIC SAFETY VIOLATION	5 points	
<i>Example: When a skill is not performed in a legal manner.</i>		