



# School & Rec. Deduction System

## **ATHLETE FALL - .25**

DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS. Also 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 FROM A BUILDING SKILL OR TRANSITION DURING A STUNT, PYRAMID AND/OR TOSS. Also includes the following \*

- Base or spotter drops to the performance surface during a building skill
- Drops to a cradle and/or load in position
- Single based stunts that drop to a coed load in position

## **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. Also includes the following \*

- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface
- Top person's head, neck, back, shoulders or bottom comes in contact at any time with the performance surface
- Incomplete tumbling transitions in and/or out of a building skill

## **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. Also includes the following \*

- During pyramids where a fall continues to affect other portions of the pyramid, the deduction will not exceed 1.75.
- Separated pyramids will result in separate deductions.
- The MAXIMUM deduction for building skills will not exceed 3.5.



# School & Rec. Deduction System Continued

## **BOUNDARY VIOLATIONS - .25**

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. 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.

## **TIME LIMIT VIOLATIONS - .1**

Teams that exceed the allotted time by 1 or more seconds are subject to a .1 deduction. Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.

- School and Rec. Divisions – 2:30
- Game Day- 3:30

## **LEGALITY VIOLATIONS**

.1 Tumbling or General Rule Violation

.1 Minor Building- Less than 50% of groups perform a skill that is illegal for that level. Early release or late connection of a required bracer in a pyramid.

.25 Major Building- 50% or more of groups perform a skill that is illegal for the level.

.5 Building Safety Concern- If a skill is missing the required number of athletes to perform the skill legally. If skill is performed illegally and appears to be inherently dangerous and/or unsafe regardless of number of groups. All level rules.

## **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**

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.

## **ELIGIBILITY REQUIREMENT - 5.0**

Any team who violates age eligibility requirements, submits inaccurate rosters, or violates a crossover rule may be disqualified from the competition and lose eligibility for bids to end-of-season events. Pending investigations and due process, a disqualification may occur after the competition is over.