



DEDUCTION

POINTS

INDIVIDUAL ATHLETE	
Minor Fall(s)	0.25
Examples would include but not limited to: hands/knees down on tumbling	
Major Fall(s)	0.5
Examples would include but not limited to: landing on head, shoulders, back on tumbling	
STUNTS / PYRAMIDS	
Bobble(s)	0.5
Examples would include but not limited to: Stunts, Tosses and Pyramids that almost drop / fall but are saved (includes excessive movement of bases). Stunts that come down but do not meet any of the Minor/Major Fall definitions – this includes dropping of an extended stunt to prep level, bases traveling to keep the stunt extended, but would not include a stunt where only the top drops body position, or small balance checks.	
Stunt Minor Fall(s)	2
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.	
Stunt Major Fall(s)	3
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(s)	4
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.	

DEDUCTION**POINTS****Other****Out of Bounds****0.5**

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

Unsportsmanlike Behavior**2**

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 2.0 deduction, removal or disqualification.

Excessive Celebration / Team Introductions**1**

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**3, 5, or 7**

Timing will begin with the first movement, voice, or note of the music, whichever comes first.

Three (3) point deduction for 3 – 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.

General Safety Violation**1**

When 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

Specific Safety Violation**3**

When a skill is not performed in a legal manor, Examples would include but not limited to Braced flipping pyramid with only 10 people or a bracer in a shoulder sit/single bracer, release transitions landing inverted, pancakes from an extended position, single base stunts without a spotter, double twisting tosses or release dismounts