

2021 - 2022 SCORING DEDUCTION SYSTEM

ROUTINE INFRACTIONS

ATHLETE FALL - .25 - DROPS TO THE PERFORMANCE SURFACE DURING JUMPS AND/OR TUMBLING

This includes the following:	This does not include the following:
<ul style="list-style-type: none"> •Tumbling transitions in and/or out of a building skill. •knee or knees down in jump or tumbling skills. •Hand, Hands or head down in jump or tumbling skills. 	<ul style="list-style-type: none"> •An athlete that trips while walking during a transition.

BUILDING BOBBLE - .25 - STUNT AND/OR PYRAMID SKILLS THAT ALMOST DROP BUT ARE SAVED

This includes the following:	This does not include the following:
<ul style="list-style-type: none"> •Base or spotter drops to the performance surface during a building skill. •Top person sits back onto the base/spotter and is pushed back up into the stunt/skill. •Lowering the stunt (Not timing issue) i.e. extended position to prep level etc. •Single based coed style stunts that drop into a load in position. •Pyramid skills that would fall without the bracer or bracers support. •Both feet of the top person come in contact with the performance surface during a cradle (Excluding one foot) •Step down to the performance surface from a nugget, thigh stand and/or waist level style stunts (not timing issues) 	<ul style="list-style-type: none"> •An omitted skill. •Drop in body position by top person. •Excessive movement by bases. •Balance check by top person. •Hand or hands of the top person come in contact with the performance surface during a cradle.

BUILDING FALL - .75 - DROPS FROM A BUILDING SKILL OR TRANSITION DURING A STUNT AND/OR PYRAMID

This includes the following:	This does not include the following:
<ul style="list-style-type: none"> •Drops to a cradle position. •Drops to a load in position. •Drops to a prone position. 	<ul style="list-style-type: none"> •Single based stunts that drop to a coed load in position. •Dropping from extended position to prep level stunt/skill.

MAJOR BUILDING FALL - 1.0 - DROPS TO THE PERFORMANCE SURFACE FROM A STUNT, PYRAMID OR TOSS BY THE TOP PERSON AND/OR THE BASES/SPOTTERS

This includes the following:	This does not include the following:
<ul style="list-style-type: none"> •Multiple bases and/or spotter drop to the performance surface. •Top person lands on base and/or spotter who drops to the performance surface. •Single based coed style stunts where the top person lands on the performance surface without assistance from bases and/or spotters 	<ul style="list-style-type: none"> •Top person comes in contact with the performance surface during a transitional stunt and/or pyramid that is continuous without interruption/stopping.

MAXIMUM BUILDING FALL - 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 effect 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

**All deductions may include, but are not limited to the following examples*

RULE VIOLATIONS

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 deduction OF .05 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 - .25

Teams that exceed the allotted time by 1 or more seconds are subject to a .05 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 3 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.

Teams that exceed the allotted time per category below will be subject to the deduction:

- All Star Novice – 1:30
- All Star Prep – 2:00
- All Star Elite & International – 2:30
- All Star Non-Tumbling – 2:00
- Global Divisions – 3:30 (Must adhere to the breakdown below)
 - Cheer: 0:30 seconds (minimum), 0:40 seconds (maximum)
 - 0:20 seconds to move from Cheer to set for music portion
 - 2:30 maximum for music portion

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 DECUCTION - 5.0

When a coach indiscussion with an official, other coaches, athletes and parents/spectators they must contain proper professional conduct. Failing to do so will result in 5.0 and removal of the coach or disqualification.

Includes the following:

- inappropriate and deliberate physical contact between athletes during the event
- Abuse of the 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, colour, descent, national or ethnic origin.
- Failing to perform a routine.
- Excessive appealing at AccuScore.
- Showing dissent towards scoring official decision by word or action.
- Threat of an assault to an event representative
- Public criticism of an event related incident or event official

MINIMUM ATHLETE REQUIRMENT - 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 number 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 5.0 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.