



DEDUCTIONS AND VIOLATIONS

NCA RESERVES THE RIGHT TO BE THE ARBITRATOR AND INTERPRETER OF ALL RULES COVERED IN THIS DOCUMENT.

GAME PERFORMANCE & PERFORMANCE POINT DEDUCTIONS

Athlete Fall .25

- Drops to the performance surface DURING tumbling and/or jump skills

Includes	Would Not Include
<ul style="list-style-type: none"> • Hand, hands, or head down during tumbling or jump skill • Knee or knees down during tumbling or jump skill • Tumbling into/out of a stunt 	<ul style="list-style-type: none"> • An athlete that trips while walking during a transition

Building Bobble .25

- Stunt/Pyramid skills that almost fall or drop but are saved

Includes	Would Not Include
<ul style="list-style-type: none"> • Base or spotter drops to performance surface during building skill • Top person becomes weight bearing on a spot of a stunt but is returned to stunt • Lowering of a stunt (not a timing issue) • Weight incorrectly distributed onto the bracer during a pyramid (would fall if bracer was not in contact) • Both feet/hands coming in contact with performance surface during a cradle/prone 	<ul style="list-style-type: none"> • An omitted skill • Drop in a body position by the top person • Excessive movement by the bases • Minor balance checks by the top person

Building Fall .75

- Drops from a building skill or transition during a stunt or pyramid

Includes	Would Not Include
<ul style="list-style-type: none"> • Drops to a cradle position • Drops to a prone position • Drops to a load position 	<ul style="list-style-type: none"> • Lowering of a stunt from extended position to a prep level position • Stunts that almost fall but are saved and return to a stunting position • All other items listed in the building bobble or major building fall sections

Major Building Fall 1.25

- Drops to the performance surface from a stunt, pyramid or toss by the top person AND a base or spotter OR more than 1 base and/or spotter.

Includes	Would Not Include
<ul style="list-style-type: none"> • Multiple bases and/or spotters drop to the performance surface • Top person lands on performance surface (bases are unable to prevent the top from falling to the ground) • Top person makes contact with a base or spotter who drops to the performance surface 	<ul style="list-style-type: none"> • Top person comes in contact with the performance surface during a transition but without interrupting or stopping the skill.

Maximum 1.75

- When multiple deductions should be assessed during a stunt or toss (by a single group) or during a pyramid skill, then the sum of those deductions will not be greater than 1.75. During pyramids where a fall continues to affect other portions of the pyramid, the deduction will not exceed 1.75. Two separated pyramids will result in separate deductions. The MAX deduction for a pyramid will not exceed 3.5.



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GAME PERFORMANCE & PERFORMANCE DIVISION VIOLATIONS

Safety Violation

- Specific NFHS Safety Violation and/or building skills performed out of division/level – 1.0 deduction
- General NFHS Safety Violation and/ or tumbling skills performed out of division/level. This will also include errors/violations that may result because of a fall such as a bracer in a pyramid. -.5 deduction

Props Violation .5

Props violations fall under the general safety violation and will be deducted 1 time per routine if the violation is for the same bullet listed below. Multiple bullets would result in multiple violations. Props are allowed to be placed off the performance surface by someone who remains inside the performance surface.

- A hard prop with yielding edges released from a top person to the ground
- A prop is thrown by a person on the ground with intent to travel
- Tumbling not allowed by NFHS with props in hands

Boundary Violation .25 (for National events only)

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. At a Regional or Classic event, a warning will be given for any boundary infraction. If a violation is assessed, judges' decisions are final.

Time Limit Violations .25/ 1.0

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

- 1-5 seconds over time will result in a .25 deduction
- 6 or more seconds over time will result in a 1.0 deduction

Routines that exceed the time limit run a risk of being assessed a deduction. Judges will use a stopwatch 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. If a deduction is assessed and a review is requested, a violation will remain for any team with a performance that exceeds the time requirements outlined in the NCA School Rule Book.



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GAME DAY DIVISION VIOLATIONS

NFHS Rules Violation 3.0

Game Day Format Violation 2.0

This deduction will be assessed for any violation that does not meet the specific restrictions and guidelines listed in the NCA School Rule Book specific to the Game Day Division: (See Pages 12-14)

Props .5

Props violations fall under the general safety violation and will be deducted 1 time per routine if the violation is for the same bullet listed below. Multiple bullets would result in multiple violations. Props are allowed to be placed off the performance surface by someone who remains inside the performance surface.

- A hard prop with yielding edges released from a top person to the ground
- A prop is thrown by a person on the ground with intent to travel
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Time Violation 1.0/ 2.0

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

- 1-5 seconds over time will result in a 1.0 deduction
- 6 or more seconds over time will result in a 2.0 deduction

Routines that exceed the time limit run a risk of being assessed a deduction. Judges will use a stopwatch 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. If a deduction is assessed and a review is requested, a violation will remain for any team with a performance that exceeds the time requirements outlined in the NCA School Rule Book.



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GENERAL VIOLATIONS FOR ALL DIVISIONS

Minimum Number of Athletes 1.0

Teams that compete with fewer than the minimum number of athletes required for that division will receive a 1.0 deduction. Teams that compete with more than the maximum number of athletes will be disqualified.

Inappropriate Choreography Deduction 1.0

A deduction of 1.0 will be given for vulgar or suggestive choreography, which includes, but is not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, 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 swear words 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 them with sound effects or other words constitutes inappropriate, and deductions will be made accordingly.

Division Violations 1.0

If a team performs with a member participating in more than one Performance/Game Performance division, the second and each subsequent team will receive a 1.0 deduction off their final score for each illegal participant (maximum penalty is 10.0).

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. Includes the following:

1. Inappropriate and deliberate physical contact between athletes during the event
2. Abuse of equipment or any items associated with the event
3. Using language or a gesture that is obscene, offensive, or insulting
4. Using language or gestures that offend race, religion, color, descent or national or ethnic origin
5. Failing to perform a routine
6. Excessive appealing at AccuScore
7. Showing dissent towards scoring official decision by word or action
8. Threat of assault to an event representative
9. Public criticism of an event related incident or event official

**Uniform midriff and bows will no longer be a deduction but may affect your School Representation score which includes, Sportsmanship, Performance Integrity, Image (hair, make up, bows, uniforms) in the Performance/Game Performance divisions and your Overall Impression score in the Game Day divisions. Please see Page 20 of the NCA School Rulebook.*