

COLLEGE COMPETITION RULES

POINT DEDUCTION JUDGE

The Point Deduction Judge is responsible for assessing deductions in each routine for mistakes in technical skills. Decisions made by the Point Deduction Judge are final.

Scores for each Category will range from 0-10, including tenths of points (e.g. 5.5, 9.5, etc.). All point deductions and/or penalties will be deducted from the average score to get the FINAL SCORE. Deductions/penalties are assessed at the sole discretion of the judges based on the criteria set forth in this book. All judges' decisions are final. Ties will not be broken; tying teams will share the title and/or ranking.

POINT DEDUCTION SYSTEM

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

ATHLETE FALL .25

- Drops to the performance surface during tumbling and or/jump skills. Includes the following:
 - Hand, hands or head down in tumbling or jump skill
 - Knee or knees down in tumbling or jump skills

BUILDING FALL .75

- Drops to cradle and/or load in position from a stunt, pyramid and/or toss. Includes the following:
 - Base or spotter drops to the performance surface during building skills
 - Drops to a cradle and/or 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 Includes the following:
 - Top person drops to the performance surface
 - Multiple bases and/or spotters drop to the performance surface
 - Top person lands on base and/or spotter who drops to the performance surface

PYRAMID COLLAPSE 1.50

- When two or more top people in a pyramid structure fall to a load in position or the ground, the result will be a pyramid collapse.

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 effect 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.

SAFETY VIOLATIONS

1. Building skills performed out of level will be issued a 1.0 deduction.
2. Tumbling skills performed out of level and violation of any other General Safety Guidelines will be issued a.5 deduction.

COLLEGE COMPETITION RULES

BOUNDARY VIOLATIONS

All participants must remain on the performance area for the duration of the performance. Any not doing so would result in a 1.0 rules violation. A participant must noticeably step out of bounds with both feet for a boundary violation to occur. Props may be touching out of bounds without penalty, and a team member may touch a prop that is out of bounds. There will be a .25 deduction for each boundary violation.

Participating team members may enter the performance area immediately following the previous teams' performance to set up props and return immediately to the on-deck area. This may not create any delay in the flow of the Competition, any delay because of the props will result in a timing violation 1.0 deduction.

INAPPROPRIATE CHOREOGRAPHY DEDUCTION

A deduction of 1.0 (per violation) will be given for vulgar or suggestive choreography, which includes but is not limited to movements such as hip thrusting and inappropriate touching, 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 swearwords 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.

COLLEGIATE IMAGE VIOLATION

The panel judges may reduce a team's score in the Collegiate Image Category for perceived or suspected violations as agreed with the Safety Judge(s), but must note the reason for doing so on the team's score sheet. If the Safety Judge issues a warning, the Panel Judges should also reflect a reduction in the Collegiate Image Category and note the reason. Should the Scoring Official confirm compliance before the next performance, the Panel Judges should not reduce the score in the Collegiate Image Category for this purpose. Should the team not confirm compliance prior to the next performance(s), the Panel Judges should reflect the same or additional reductions in the Collegiate Image Category. These reductions must also be noted on the team's score sheet.

TIME LIMIT VIOLATIONS

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

1. 1 or more seconds over time will result in a .25 deduction
2. 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 stop watch 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.

COLLEGE COMPETITION RULES

UNSPORTSMANLIKE CONDUCT DEDUCTION

When a coach is in discussion with an official, other coaches, athletes and/or parents and spectators they must maintain proper professional conduct. Failing to do so will result in 2.0 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, 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

Any deductions for mistakes, time violations, safety guideline violations or inappropriate choreography/music will be subtracted from the FINAL averaged score. Thus, executing a “clean” routine is very important