2027 NCA COLLEGIATE CHAMPIONSHIP - POINT DEDUCTIONS

Deductions WILL be considered prior to, during & following the performance until all athletes are SAFELY off the performance surface.

ATHLETE FALL (AF) - .25 *Drops to the performance surface DURING tumbling and/or jump skills*

Includes	Would Not Include
• Hand or hands down during a tumbling or jump skill • Multiple body parts down in tumbling or jumps i.e. hands & knees, seat & hands, etc • Knee or knees down during tumbling or jump skill • Tumbling transitions in and/or out of a building skill	• An athlete that trips while walking during a transition • An athlete trips/falls following a controlled completion of a tumbling or jump skill

BUILDING BOBBLE (BB) - .50 *Building skills that almost drop but are saved*

Includes	Would Not Include
• Base or spotter drops to performance surface during building skill • Top person leans and/or bears weight on a base/spotter and is pushed back up into the stunt/skill • Lowering of a stunt from extended position to prep level (not a timing issue) • Pyramid skills that would fall without the bracer or bracer's support • Both feet and/or both hands coming in contact with performance surface during a cradle/prone (excluding one foot). • Hand(s) of the top person come in contact with the performance surface during a cradle/prone • Drops to the performing surface from a thigh stand and/or waist level style stunt on t their feet (not a timing issue) • Incomplete Twisting Dismount that lands in a prone (stomach) position	• An omitted skill • Drop in a body position by the top person • Excessive movement by the bases • Balance checks by the top person • Single Based/Coed style skill that never results in contact beyond a toss grip (omitted coed style skill) • Base or spotter drops to performance surface during building skill anytime during a stunt, transition or dismount

Building Fall .75- *Drops or falls from a building skill or transition*

Includes	Would Not Include
• Drops to a cradle position/ load in/ prone position • Top person is set out of a building skill, transitions, and drops to the performance surface • Drops/Lowering of a stunt, including single based/ Coed Style skills (assisted or unassisted) in a controlled manner to the performance surface with assistance from the base and/or spotter.	• Stunts that almost fall but are saved and return to a stunting position • Any skill where the top remains standing (not leaning or sitting) and at least ONE foot remains at prep level

MAJOR BUILDING FALL (MBF) - 1.5 *Drops to the performance surface from a building skill by the top person and/or base(s)/ spotter(s) OR drops to a compromising position not included in Building Fall.*

Includes	Would Not Include
• Multiple bases and/or spotters drop to the performance surface • Top person lands on a base and/or spotter who drops to the performance surface • Tosses that land in a prone (on stomach), upright (feet down) or inverted (head down) position • Skills in which the event spotter is the primary catcher/saves an athlete while falling. • Tosses or dismounts that land in a prone (on stomach), upright (feet down) or inverted (head down) position	• Top person comes in contact with the performance surface during a transitional stunt and/or pyramid but without interrupting or stopping the skill. • Top person is set out of a building skill, transitions, and or drops to the performance surface (this includes tripping while walking

PYRAMID MAXIMUM (MAX) – 2.0 *When multiple building deductions should be assessed during a pyramid skill, then the sum of those deductions will not be greater than 2.0. Building deductions will be used until a single pyramid has received more than 2.0 points in deductions where the fall(s) affect other parts of the same pyramid. When multiple pyramids are built at the same time, each pyramid will be treated separately. Once a pyramid is rebuilt and shows stability, additional deductions can be given.*

2027 NCA COLLEGIATE CHAMPIONSHIP – DEDUCTIONS & VIOLATIONS

BOUNDARY VIOLATION – 0.5 / 1.0 *per occurrence (If a violation is assessed, Judges' decisions are final and will not be reviewed)*

- Athlete with both or any combination of 2 feet, 2 hands, or any part of the seat/torso outside the performing surface.
- Any participant who leaves the performance surface for any reason (other than a boundary violation) will receive a **1.0** deduction.

PROP VIOLATION – 0.5

- Only traditional sideline props are permitted for cheer teams. Air horns or artificial noise makers are prohibited.
    - Teams may only receive 1 deduction for the same prop violation.
        - Hard props/megaphones released from an athlete while loading, dismounting or stationary in a stunt
        - A person on the ground throwing to another person or discarding a hard prop/megaphone with the intent of distance
        - Athletes performing/landing stunts, tumbling or jumps on props

EXCESSIVE CELEBRATION – 1.0

- Teams should enter and exit the performing surface quickly. Any entrance/exit more than 30 seconds will result in a deduction. In all divisions including Game Day, timing will begin once the first participant has stepped onto the performing surface.
- Introductions (organized 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
- Teams should refrain from any type of excessive celebration after the performance (head swings, breakdancing, alternates/coaches on the mat, drops to the mat, etc.).

UNSPORTSMANLIKE CONDUCT – 2.0

- When a coach is in discussion with an official, other coaches, athletes, or parents/spectators they must maintain professional conduct. Unsportsmanlike behavior could result in a deduction, removal of coach or disqualification.

INAPPROPRIATE CHOREOGRAPHY / MUSIC – 3.0

- Vulgar or suggestive choreography, which includes, but is not limited to, hip thrusting, inappropriate touching/gestures, slapping, positioning body parts to one another.
- Music unsuitable for family listening, which includes, but is not limited to swear words, connotations of sexual acts/behavior, drugs, and/or violent acts/behavior. Removing or replacing words with sound effects constitutes inappropriate.

DIVISION / PARTICIPATION VIOLATIONS – 5.0 *per athlete, maximum of **10.0***

- If an athlete participates on more than one cheer team (crossover), the **2nd and each subsequent team** will receive a deduction for each illegal participant.
- Teams that compete with fewer than the minimum number of athletes will receive a deduction. Teams that compete with more than the maximum number of athletes will be disqualified
- Performance Divisions: Max 20 athletes + up to 2 mascots (must be two different mascots)
- Coed Divisions:
    - Small Coed: 1–4 males
    - Large Coed: Must meet male-to-total ratio
- Game Day & Spirit Rally: Max 30 total participants (including mascots)
- Spirit Rally Participation Minimums:
    - Band/Drumline: 20%
    - Cheer/Dance: 20%
    - Mascot/Spirit Groups: 10%

TIME LIMIT VIOLATIONS – 0.25 / 0.5 / 1.0 / 2.0

- In Performance divisions, timing begins after the team takes the floor with the first organized movement, word, or note of music, with a maximum routine time of 2:30, including up to 1:45 of music; penalties are **0.25** for 1–5 seconds over and **1.0** for 6 or more seconds.
- In Game Day divisions, timing does not include spiriting and begins with the first group movement, voice, or note of music, with a maximum time of 3:00; penalties are **1.0** for 1–5 seconds over and **2.0** for 6 or more seconds.
- Teams have 30 seconds from introduction to begin and 30 seconds after completion to exit, with deductions of 0.25 for 1–5 seconds over and 0.5 for 6 or more seconds

GENERAL USA CHEER RULES / TUMBLING VIOLATIONS – 1.0

- Skills performed in violation of USA Cheer College Cheer General and/or Tumbling Rules.
- Tumbling skills performed in violation of specific division skill restrictions.

USA CHEER BUILDING VIOLATIONS – 2.0

- Skills performed in violation of USA Cheer College Rules, as well as building performed in violation of division skill restrictions.

General Safety Violation – 0.5

- When skills are performed illegally, usually due to performer error, however the skill itself is legal. Examples include, but are not limited to:
    - Required spotter in a pyramid loading and not getting g to required position by the time the stunt/pyramid is established.
    - Spotter grips on a 2 ½ high pyramid that become illegal to save the skill.
    - A Toss passing through the inverted position in the Intermediate Division.

MASCOT DIVISION VIOLATIONS

- Mascot Prop Violations -2.0
- Mascot Inappropriate Choreography – 2.0
- Mascot Format Violation -2.0