



DEDUCTIONS AND VIOLATIONS

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

CROWD LEADING, PERFORMANCE & GAME DAY POINT DEDUCTIONS

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

Athlete Fall .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 or falls following a controlled completion of a tumbling or jump skill

Building Bobble .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 to 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)

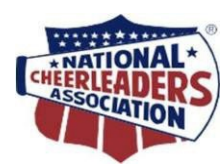
Building Fall .75- Drops or falls from a building skill or transition

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 1.25- 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.	- 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 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.



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BOUNDARY VIOLATION – 0.5

- Athlete with any part of the seat/torso or any combination of two hands and/or feet completely outside the performance surface.
- Judges' decisions are final and will not be reviewed.

PROP VIOLATION – 0.5

- Props are allowed to be placed off the performing surface by someone who remains inside the performing surface.
- 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 – 0.5

- 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 – 1.0

- 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/ WORDS – 1.0

- A deduction will be given for vulgar or suggestive choreography and/or music with words unsuitable for family viewing. Removing improper language or words from a song and replacing with sound effects constitutes inappropriate.

DIVISION / PARTICIPATION VIOLATIONS (General – all divisions) – 1.0

- If a team performs with an athlete participating in more than 1 division, the 2nd and each subsequent team will receive a deduction off the final score for each illegal participant (maximum penalty is -10.0).
- 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.
- A maximum of TWO mascots may participate and will not count toward the participant count, only if they are two distinct mascots representing the school and cannot participate in stunts, pyramids or tumbling skills. Mascots will not count towards # of participants.

TIME LIMIT VIOLATIONS – 0.25 / 1.0 / 2.0

- In Crowd Leading/Performance divisions, timing will begin with the first organized word, movement or note of music by the team after they have taken the floor and END with the last movement, voice or note of the music, whichever comes last. Maximum total routine time is 2:30 and UP to 1:45 of the routine may be performed to music.
 - 1 – 5 seconds over = 0.25; 6+ seconds over = 1.0
- In Game Day divisions, timing will not include the team spiriting or rallying but will begin with the first group movement, voice, or note of music. Jumps/kicks, single standing tumbling skills and single-based lifts are allowed prior to the start of the routine. The maximum performance time is 3:00.
 - 1 – 5 seconds over = 1.0; 6+ seconds over = 2.0
- Judges will not issue a deduction until the stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction. If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance.

NFHS RULES / DIVISION SKILL VIOLATIONS – 1.0 / 2.0

- Crowd Leading/Performance Divisions
 - Skills performed in violation of division skill requirements, including tumbling in a non-tumbling division and building in a non-building division, will be deducted 1.0.
- Crowd Leading/Performance & Game Day Divisions
 - Skills performed in violation of NFHS Safety Rules will be deducted 2.0.

GAME DAY FORMAT VIOLATIONS – 1.0

- Incorrect Game Day routine order. Teams must perform the following, in order: Band Chant, Situational Response, Cheer and Fight Song.
- Use of any music other than recorded band music.
- Skills that do not meet the additional skill restrictions for Game Day routines.
- Exceeding 3 consecutive 8-counts during the Fight Song skill incorporation.

MASCOT DIVISION VIOLATIONS

- Mascot Prop Violations -2.0
- Mascot Inappropriate Choreography – 2.0
- Mascot Format Violation -1.0