



2019 - 2020 DEDUCTIONS

Revised 10/1/2019

Individual Athlete Deductions

Athlete Minor Fall - 0.25

- Examples include hands/knees down on tumbling, jumps or other skills

Athlete Major Fall - 0.5

- Examples include landing on head, shoulders, or back during tumbling, jumps or other skills

Building Deductions

Building Bobble – 0.5

- Stunts, Tosses or Pyramids that almost drop or fall
 - Excessive movement of the bases
 - Dropping of extended stunt to prep level
 - Stunts that drop but at least one supported foot remains at prep level –excludes Minor and Major falls below
 - Stunts that come down but do not meet the Minor or Major Building Deductions
- *This would not include dropping of a body position or skills that are not attempted

Building Minor Fall – 2.0

- Dropping to a load in, cradle, prone or flat back
- Top becomes weight bearing on the spot or falls on middle layer of a college pyramid
- Base or spot landing on the ground
- Controlled lowering of a falling top person
- Stunts that drop and support is below prep level (Both feet in a 2 foot stunt or the foot of support in a 1 foot stunt)
- Incomplete twisting tosses (side or prone landings)

Building Major Fall – 3.0

- Dropping to a compromising position (positions not listed in Building Minor Fall)
- Uncontrolled lowering of a falling top person
- Multiple bases/spotters landing on the ground
- Incomplete flipping tosses
- Tosses that do not land in a cradled position (upright or inverted landings)

Pyramid Fall – 4.0

- 2 or more connected stunts falling
- 2 or more top persons/middle layers falling

During a pyramid, building bobbles, minor falls, and major falls will be used until a single pyramid has received 4.0 in deductions. Once the pyramid has received 4.0 or more points in deductions, the Pyramids Fall deduction will be used.

If multiple pyramids are built at the same time, each pyramid is treated separately.

Out of Bounds – 0.5

- One entire hand, foot or body part is completely outside of the performance Surface – National Championship Only

***Props – 1.0**

- Props (signs, etc.) that are made of solid material or have sharp edges/corners released from a top person to the ground

***Props – .5**

Persons on the ground throwing hard props (signs, megas, etc.) Breaking of the wrist or if the arm extends away from the body.



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Revised 8/26/2019

***Unsportsmanlike Behavior – 1.0**

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

***Excessive Celebration / Team Introductions – 1.0**

- Introductions (organized entrances, chants, spells 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 (chest bumps, hands, handshakes, etc.).
- Teams should refrain from any type of excessive celebration following the team's performance (team huddles, alternates/coaches entering the competition floor, and/or falling to the ground following the performance).

Time Limits – 3.0/5.0/7.0

- Timing will begin with the first movement, voice, or note of the music, whichever comes first. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction.
- 1 – 5 Seconds over – 3.0
- 6 – 10 Seconds over – 5.0
- 11 Seconds or more – 7.0
- Game Day timing will not include the team spirting, rallying, or individuals performing jumps, kicks or tumbling prior to the start of the routine

Bows - .25

Bows should not be excessive in size and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down and should not fall over the forehead into the participants' eyes or block the view of the participants while performing.

Game Day Format Violation – 2.0

- Skills or elements that do not meet the additional skill restrictions for a Game Day Performance. Examples include
 - Exceeding 3 consecutive 8-counts of incorporation during the fight song.
 - Stunting outside the allotted restrictions
 - USA Cheer approved stunts/pyramids/tumbling that is not allowed during a Game Day Routine.
 - Incorrect Situational Sideline response including calling a general sideline
- General and Specific Safety Deduction can still be given in the Game Day Divisions

General Safety Violation – 2.0

- When skills are performed illegally, however the skill itself is legal. Examples include
 - Braced flip where one of the bracers happens to fall during the flip.
 - Incorrect spotter grips on single base style stunts.
 - Performance Errors

Specific Safety Violation – 5.0

- When a skill is not performed in a legal manner. Examples include
 - Braced flipping pyramid with only 7 people or a bracer in a shoulder sit
 - Release transitions landing inverted
 - Pancakes from an extended position
 - Single base stunts without a spotter
 - Double twisting tosses or release dismounts

***The following deductions may only be issued one time per performance; however, all others may be received multiple times with no max: Props, Unsportsmanlike Behavior, Excessive Celebration / Team Introductions**