



2026 - 2027 Point Deductions

Deductions will be given prior to, during, and/or after a performance.
Teams that fall from skill(s) at the end/after the performance will receive applicable deductions.

Athlete Fall (AF) – 0.25

Drops to the performance surface during tumbling and/or jump skills

Includes	Does Not Include
<ul style="list-style-type: none"> Hand or hands down in tumbling or jump skills. Knee or knees down in tumbling or jump skills. Tumbling transitions in and/or out of a building skill. Multiple body parts down in tumbling or jumps. i.e. hands & knees, seat & hands etc. 	<ul style="list-style-type: none"> An athlete that trips while walking during a transition. An athlete that trips/falls following a controlled completion of a tumbling or jump skill.

Building Bobble (BB) – 0.5

Building skills that almost drop but are saved

Includes	Does Not Include
<ul style="list-style-type: none"> Base or spotter drops to the performance surface during a building skill. Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill. Lowering of a stunt from an extended position to prep level (not a timing issue). Pyramid skills that would fall without the bracer or bracer's support. Both feet of the top person come in contact with the 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 performance surface from a nugget, thigh stand and/or waist level style stunt to their feet (not timing issues). Incomplete twisting that lands in a prone (on stomach) position during a dismount. 	<ul style="list-style-type: none"> An omitted skill. Drop in body position by top person. Excessive movement by bases. Balance check by top person. Single based/coed style skill that never results in contact beyond a toss/load grip (omitted skill).

Building Fall (BF1) – 1.0

Drops from a building skill or transition

Includes	Does Not Include
<ul style="list-style-type: none"> Drops to a cradle / load in / prone position. Drops/lowering of a stunt, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter. Top person is set out of a building skill/transition and drops to the performance surface. 	<ul style="list-style-type: none"> Stunts that almost drop but are saved. All other items listed in the building bobble or major building fall "includes" sections.

Major Building Fall (BF2) – 2.0

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 a Building Fall

Includes	Does Not Include
<ul style="list-style-type: none"> Multiple bases and/or spotters drop to the performance surface. Top person lands on base and/or spotter who drops to the performance surface. Tosses that land in 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. 	<ul style="list-style-type: none"> Top person comes in contact with the performance surface during a transitional stunt and/or pyramid that is continuous without interruption/ stopping. Top person is set out of a building skill/transition and drops to the performance surface.

Pyramid Fall (PF) – 3.0

When multiple building deductions should be assessed during a pyramid skill, then the sum of those deductions will not be greater than 3.0. Building deductions will be used until a single pyramid has received 3.0 or more 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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Out of Bounds – 0.5

- Any part of the seat/torso or any combination of two hands and/or feet completely outside of the performance surface.
- Out of bounds deductions are called by line judges and decisions are final.

**Props – 0.5

- 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.
 - Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles.
- Note: Props may be placed off the performance surface by someone standing inside the performance surface.

**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, traditions, and handshakes need to take place prior to entering the mat.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures (handshakes, dances, rituals, etc.).
- Teams should refrain from any type of excessive celebration following the team's performance (team huddles, alternates/coaches entering the competition floor, falling to the ground, dancing, head/hair swings, split drops, etc.).

Time Limits – 0.25/0.5/1.0/2.0

- Timing will begin with the first movement, voice or note of the music, whichever comes first. Timing will END with the last movement, voice or note of the music, whichever comes last.
- 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 – 1.0; 6 seconds or more – 2.0
- Game Day timing will not include the team spiring, rallying, jumping, kicking, tumbling or single-based lifts prior to the start of the routine. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended.
- Teams have 30 seconds from the team's introduction to start the routine and 30 seconds after routine completion to exit the performance area. If a team exceeds this time limit, a penalty of a .25 deduction for 1-5 seconds or a .5 deduction for 6 seconds and over will be assessed.
- If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.

Game Day Format Violation – 1.0

- Skills that do not meet the additional skill restrictions for a Game Day Performance (See Rules and Regulations for skill restrictions). Additional Format Violations will include:
 - Exceeding 3 consecutive 8-counts of incorporation during the fight song (High School and Below)
 - Building Skills that are stationary prior to the end of the 3rd 8-count may remain stationary until the end of the routine. Dismounts following the completion of the routine will not be included for timing purposes.
 - Stunting/tumbling outside the allotted restrictions.

General Safety Violation – 1.0

- When skills are performed illegally, usually due to performer error, 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 a single base style stunt.
 - Tumbling/Building in a Non-Tumbling/Non-Building Division.
 - Skills performed in the Intermediate division that do not meet the division skill restrictions.

Specific Safety Violation – 3.0

- 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.
 - Missing a Required Spotter – does not include incorrect spotter grip.

****These 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.**