

**2022-23 DEDUCTION SCORING GUIDELINES**

**SCHOOL SHOW CHEER DIVISIONS ONLY**

***(Does not include Group Stunt, Crowdleader™ Teams, or Game Day divisions)***

**ATHLETE FALL (AF) – (0.5) point deduction**

***Drops to the performance surface during individual tumbling and/or jump skills will result in a 0.5 deduction for each occurrence.***

**Examples:**

* **Hands or knees down on tumbling or jump skills**
* **Landing on head, shoulders, back, seat, thighs during individual skills**

**BUILDING BOBBLES (BB) – (0.5) point deduction**

***Bobbles during stunts, pyramids, and tosses will result in a 0.5 deduction for each occurrence.***

**Examples:**

* **Stunts and pyramids that almost drop/fall, but are saved**
* **Top person becomes weight bearing on a spotter**
* **Incomplete twisting cradle to side or prone**
* **Mistakes made during cradle or dismount. Top person has hand(s) or both feet on the floor**
* **Severe balance checks**
* **Severe timing issues**

**BUILDING FALLS (BF) – (1.0) point deduction**

***Mistakes during stunts, pyramids, and tosses will result in a 1.0 deduction for each occurrence.***

**Examples:**

* **Drops from individual stunt to a cradle, load-in, prone, flatback, etc.**
* **Drops from individual stunt to pop down, or lowering top person to the performance surface**
* **Base or spotter drops to performance surface during building skill**
* **Toss that does not land in a cradle (lands inverted, backward, etc.)**

**MAJOR BUILDING FALLS (MBF) – (1.5) point deduction**

***Drops to the performance surface from a stunt, pyramid or toss by the top person and/or bases/spotters will result in a 1.5 deduction for each occurrence.***

**Examples:**

* **Top person lands on the performance surface from a stunt, pyramid, or toss**
* **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**

**MAXIMUM (MAX) – (2.0) point deduction**

***Collapses during pyramid skills where fall(s) continue to affect other portions of the pyramid will result in a 2.0 deduction.***

**Example:**

* **Multiple pyramid falls that affect other portions of the pyramid**
* **Separated pyramids will be treated separately**
* **If a pyramid regains stability, additional deductions can be given**

**2022-23 LEGALITY JUDGE - SCORING GUIDELINES**

**SCHOOL CHEER AND GAME DAY DIVISIONS**

**SAFETY VIOLATION – (2.0) per occurrence**

**Given when a skill is performed, or other violation occurs, that is not allowed by the NFHS Spirit Rules**

**DIVISION LIMITATION VIOLATION – (2.0) per occurrence**

**Given when a skill is beyond those allowed in the USA Division Limitations**

**GAME DAY FORMAT VIOLATION – (2.0) per occurrence**

**Given when skills or elements do not meet the additional skill restrictions for a Game Day routine. Examples include:**

* **Exceeding 3 consecutive 8-counts of skill incorporation in the Fight Song routine**
* **Stunting or tumbling in the Band Chant division**
* **Stunting beyond the restrictions listed in all Game Day routines**

**TIME LIMIT VIOLATION FOR TOTAL ROUTINE LENGTH – (1.0) for every 1-10 seconds over time limit. (1-10 = 1 point; 11-20 = 2 points; etc.)**

**TIME LIMIT VIOLATION FOR SHOW CHEER TOTAL MUSIC LENGTH – (1.0) for every 1-10 seconds over time limit. (1-10 = 1 point; 11-20 = 2 points; etc.)**

**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.**

**COSTUMING/FOOTWEAR/PROPS – (3.0) penalty for each violation of guidelines listed in the General Information**

**UNECESSARY CHANGE IN PERFORMANCE ORDER – (3.0) determined by competition officials/directors**

**INAPPROPRIATE MUSIC/LYRICS/CHEER WORDS, APPEARANCE AND/OR MOVEMENTS – (3.0) determined by competition officials/directors in accordance with the guidelines listed in the General Information**

**TUMBLING/STUNTING OFF THE MAT – (3.0) (Opens and Nationals only)**

**UNSPORTSMANLIKE CONDUCT – (1.0)**

**When a coach is in discussion with an official, other coaches, athletes, and/or parents/spectators, they must maintain proper professional conduct. Failing to do so may result in a 1.0 deduction and removal of coach from event. Severity of infraction may lead to team disqualification. Penalty determined by competition officials/directors.**

**DISQUALIFICATION PENALTIES – Examples include violation of eligibility requirements, age/grade requirements, participating on two teams within the same category type/and or divisions, entering/performing in the incorrect category/division, failing to provide proof of music licensing, and severe sportsmanlike conduct. Disqualification will be determined by event officials and the Director of Special Events.**

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