

2025-2026 USA DEDUCTIONS SCORING GUIDELINES

SHOW CHEER AND GAME DAY DIVISIONS (Does not include Group Stunt divisions)

ATHLETE FALL .50- Drops to the performance surface DURING tumbling and/or jump skills

Includes	Would 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 • Head, shoulders, back, seat down, or other compromising position during tumbling or jump skill • Tumbling transitions in and/or out of a building skill 	<ul style="list-style-type: none"> • 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 .50- Building skills that almost drop but are saved

Includes	Would Not Include
<ul style="list-style-type: none"> • 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 come in contact with performance surface during a cradle/prone • Drops to the performing surface from a nugget, 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 	<ul style="list-style-type: none"> • An omitted skill • Drop in a body position by the top person • Excessive movement by the bases • Balance checks by the top person • A single hand/foot in contact with performance surface during a cradle/prone • Single based/coed style skill that never results in contact beyond a toss grip (omitted skill)

BUILDING FALL 1.0- Drops or falls from a building skill or transition

Includes	Would Not Include
<ul style="list-style-type: none"> • Drops to a cradle position/ load in/ prone position • 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. 	<ul style="list-style-type: none"> • Stunts that almost fall but are saved and return to a stunting position • All other items listed in the building bobble or major building fall sections

MAJOR BUILDING FALL 1.5- Drops to the performance surface from a building skill by the top person and/or base(s)/spotter(s)

Includes	Would Not Include
<ul style="list-style-type: none"> • 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. • Drops to a compromising position not included in building falls. 	<ul style="list-style-type: none"> • Top person comes in contact with the performance surface during a transitional stunt and/or pyramid but without interrupting or stopping • Top person is set out of a building skill or transition and drops to the performance surface (this includes tripping while walking)

PYRAMID MAXIMUM 2.0- When multiple deductions should be assessed during a pyramid skill, then the sum of those deductions will not be greater than 2.0. During pyramids where a fall continues to affect other portions of the pyramid, the deduction will not exceed 2.0. Two separate pyramids will result in separate deductions.

Deductions may be given before and following the routine.

2025-2026 USA SCHOOL VIOLATION DEDUCTIONS

Deductions may be given before and following the routine

NFHS RULES / DIVISION LIMITATION SKILL VIOLATIONS – 2.0 per occurrence

- Skills performed in violation of NFHS Spirit Rules and/or Division Limitation requirements.

BOUNDARY VIOLATION- *National events ONLY* (Excludes Game Day divisions) – 0.5 per occurrence

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

PROP VIOLATION – 0.5 per occurrence

- 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/ENTRANCE AND EXITS – 0.5 per occurrence

- 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 and words unsuitable for family viewing. Removing improper language or words from a song and replacing with sound effects constitutes inappropriate.

COSTUMING/FOOTWEAR – 1.0

- Costuming is not allowed. If an accessory (i.e., hair bows) or an article of clothing adds to the overall effect and/or theme of the routine, it will be considered "costuming", and a deduction will be taken. (Exception: Costuming is allowed in the Jazz category and for mascots).
- Improper footwear. All participants must wear soft-soled, non-marking shoes on both feet while competing.
- Appropriate and suitable attire will follow Varsity uniform guidelines and deductions will be given accordingly.

DIVISION/PARTICIPATION VIOLATIONS – 3.0, or DISQUALIFICATION

- Unnecessary change in performance order/ Delay of Contest (determined by competition officials) – **3.0**
- Disqualification: Examples include violation of eligibility requirements, age/grade requirements, participating on two or more teams within the same category type and/or divisions, entering/performing in the incorrect division/category, failing to provide proof of music licensing, and severe sportsmanlike conduct.

TIME LIMIT VIOLATIONS FOR ROUTINE LENGTH – 1.0/2.0

- Timing begins with the first movement, voice or note of music, whichever comes first. Timing will END with the last movement, voice or note of music, whichever comes last.
 - 1 – 5 seconds over = 1.0 deduction; 6+ seconds over = 2.0

TIME LIMIT VIOLATION FOR SHOW CHEER MUSIC LENGTH – 1.0 / 2.0

- 1 – 5 seconds over = 1.0 deduction; 6+ seconds over = 2.0

GAME DAY FORMAT VIOLATIONS – 2.0

- Crowdleader™ Teams will perform the following, in order: Band Chant, Game Situation Response and Chant, then Fight Song.
- Tumbling and/or stunting is prohibited during the Band Chant section (Excludes College Teams). Band music must be used.
- During the Fight Song, teams can incorporate up to 3 consecutive 8-counts of skills (kicks and jumps will not be counted as skills) including load and dismount (unless routine finished in a stunt/pyramid). Skills may be repeated, if performed identically.
- Stunting beyond the restrictions listed for Game Day routines.
- Auxiliary Groups on performance mat.