



# DEDUCTION SYSTEM

## Athlete Fall - .15

### DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> <li>• Hand, hands, or head down in tumbling or jump skills</li> <li>• Knee or knees down in tumbling or jump skills</li> <li>• Tumbling transitions in and/or out of a building skill</li> </ul>	<ul style="list-style-type: none"> <li>• An athlete that trips while walking during a transition</li> </ul>

## Building Bobble - .25

### STUNT AND/OR PYRAMID SKILLS THAT ALMOST DROP, BUT ARE SAVED

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> <li>• Base or spotter drops to the performance surface during a building skill</li> <li>• Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill</li> <li>• Lowering of a stunt (not timing issues) i.e. extended position to prep level etc.</li> <li>• Coed style (unassisted or assisted) stunts that drop to a load in position</li> <li>• Pyramid skills that would fall without the bracer or bracers support</li> <li>• Both feet of the top person come in contact with the performance surface during a cradle (excluding one foot)</li> <li>• Drops to the performance surface from a nugget, thigh stand and/or waist level style stunt on to their feet (not timing issues)</li> </ul>	<ul style="list-style-type: none"> <li>• An omitted skill</li> <li>• Drop in body position by top person</li> <li>• Excessive movement by bases</li> <li>• Balance check by top person</li> <li>• Hand or hands of the top person come in contact with the performance surface during a cradle or transition</li> </ul>

## Building Fall - .75

### DROPS FROM A BUILDING SKILL OR TRANSITION DURING A STUNT AND/OR PYRAMID

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> <li>• Drops to a cradle position</li> <li>• Drops to a load in position</li> <li>• Drops to a prone position</li> <li>• Coed style (unassisted or assisted) stunts that drop to a cradle and/or prone</li> <li>• Coed style (unassisted or assisted) stunts that drop to the performance surface (not a load in position) with assistance from bases and/or spotter</li> </ul>	<ul style="list-style-type: none"> <li>• Coed style (unassisted or assisted) stunts that drop to a load in position</li> <li>• Dropping from extended position to prep level stunt/skill</li> </ul>

## Major Building Fall - 1.25

### DROPS TO THE PERFORMANCE SURFACE FROM A STUNT, PYRAMID OR TOSS BY THE TOP PERSON AND/OR THE BASES/SPOTTERS

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> <li>• Multiple bases and/or spotters drop to the performance surface</li> <li>• Top person lands on base and/or spotter who drops to the performance surface</li> <li>• Coed style (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter</li> </ul>	<ul style="list-style-type: none"> <li>• Top person comes in contact with the performance surface during a transitional-stunt and/or pyramid that is continuous without interruption/stopping</li> <li>• Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)</li> </ul>



# DEDUCTION SYSTEM

## RULE VIOLATIONS

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### **BOUNDARY VIOLATIONS - .05**

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .05 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

### **TIME LIMIT VIOLATIONS - .05**

Teams that exceed the allotted time by 1 or more seconds are subject to a .05 deduction. Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 3 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.

*Teams that exceed the allotted time per category below will be subject to the deduction:*

- All Star Novice – 1:30
- All Star Prep – 2:00
- All Star Elite & International – 2:30
- All Star Non-Tumbling – 2:00
- Global Divisions – 3:30 (Must adhere to the breakdown below)
  - Cheer: 0:30 seconds (minimum), 0:40 seconds (maximum)
  - 0:20 seconds to move from Cheer to set for music portion
  - 2:30 maximum for music portion

## LEGALITY INFRACTIONS

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.01 - Image Policy

.05 - Tumbling/General Out of Level

.10 - Building Out of Level

.50 - Building Safety Violation

- If a skill is performed illegally and appears to be inherently dangerous and/or unsafe--regardless of the number of building groups
- If a skill is missing the number of athletes required to perform that skill legally (ex: not having the number of required catchers for a cradle)