



***PYL Competitive Game and Membership Package
Schedule 2024-2025
TEAM GAMES- PYL Division 4 Nova Minor League***

<i>COMPETITIVE GAME</i>	<i>GYM</i>	<i>DATE</i>
SPOOKTACULAR	ELITE GYMNASTICS, NY	OCTUBER 26-27
NEW YEAR CELEBRATION	ELITE GYMNASTICS, NY	JANUARY 17-19
FLIP FOR A CURE	ELITE GYMNASTICS, NY	MARCH 7-9

For Scratches Email: elitegymteam.meets@gmail.com
For Prices and due dates info Email: elite.gymnastics.center@gmail.com
GO TO ELITEGYMNAST.COM FOR MORE MEET INFORMATION

PYL MEMBERSHIP

The "Professional Yinastic League" (PYL) main activity is organize competitive team games using acrobatic exercises with a competitive new system rules that identify the winning team. PYL is officially registered and owns the rights to the rules.

PYL MEMBERSHIP	MEMBER PRICE	DATE
ATHLETES	YEARLY \$35	DUE BY SEPTEMBER 10TH
COACH	YEARLY \$50 COURSE AND CERTIFICATION	DUE BY SEPTEMBER 20TH
REFEREE	\$250 FOR LIFE COURSE AND CERTIFICATION	DUE BY SEPTEMBER 20TH

Registration Form Links: <https://pylspportorg.org/member-services>

PYL Division 4 Nova Minor League (English)

General Rules

- a) Team games with sequence of directed acrobatic elements.
- d) There are three scoring systems in division 4 in Nova Minor League. Go to the Major League code in PYL website for more information. Look on notes below.
- e) If the dismount does not fall in the landing zone, the score is 0.
- f) 5 players can participate but only the 3 highest scores will be chosen.
- g) Exercises that are not in the code have a value of 1 point.
- h) If a player falls once loses the performing score and if the player falls twice the final score is zero.
- i) Ages by category in (Division 4 & 5)
 - Children under 8 years old.
 - Children under 10 years old.
 - Children under 12 years of age.

- Children under 14 years of age.
- Minors under 17 years of age.
- Over 18 years of age.

j) Teams and players will respect and comply with the rules established by the “PYL Minor and Major League Regulations”, however, they have “Special Bonus” and requirements for each “PYL Competitive Games Module” (Events) in the construction of their game routines.

k) Score system: The scores will be defined in three ways. There will be three (3) scores in the presentation of each player and the sum will give the final score of the modality.

Example:

1. Performance
2. Level of complexity
3. Perfect landing

• Nova 1

a) There are 3 minimum required elements of level 1 in each module (events), and 2 free elements that do not have to be from the code for a total of 5 elements including the dismount.

b) Each extra level 1 is 1 point bonus and extra level 2 is 3 points bonus. Only two level 2 elements are allowed.

c) The age categories will be the same as categories 2 and 3 in Division 5.

d) Dance jumps and turns level 2 are allowed on Acro Beam.

Nova 2

a) There are 4 minimum required level 1 elements in each module, and a free dismount that does not have to be in the code for a total of 5 elements. Dismount of level 2 in the code is 2 points bonus.

b) Each extra level 2 element is 3 points bonus. Only four level 2 elements are allowed.

c) The age categories will be the same as categories 2 and 3 in the Division 5.

d) Dance jumps and turns level 3 are allowed on Acro Beam.

Nova 3

a) There are 5 elements required, two level 2 and two level 3 in each module, and a dismount for a total of 5 elements. Extra level 2 elements 1 point bonus, and extra level 3 element 5 points bonus. Level 4 elements is not allowed.

b) Each extra level 3 elements is 3 points bonus. Only four level 3 elements are allowed

c) The age categories will be the same as categories 2 and 3 in the Division 5.

d) Dance jumps and turns level 3 are allowed on Acro Beam.

Note:

Nova 3

a) Double Irregular Bars (Bars)

-Use both bars 5 points bonus.

b) Bone ACROBEAM (Beam)

-Dismount with salto 3 points bonus.

-2 flip flac 5 points bonus.

c) Double Vault (Vault)

-Any vault with a salto 5 points bonus.

d) Bone Acro Strip (Floor)

-2 points bonus for saltos with turns.

-Double salto 5 points.

d) Double Even Bars (Even bars)

-Dismount with salto 3 points bonus.

-Diamidov, sticks or giants revive 5 points bonus.

f) Single High Bars (High Bars)

-Single dislocation or L grips 3 points bonus.

-No real salto allowed.

- Dismount with salto 3 points bonus.
- Dismount with salto and turn 5 points bonus.

g) Dismount in Nova Level 1 and level 2 are free and do not have to be elements from the code, in Nova Level 3 dismounts from the code are necessary. Dismount with salto in Nivel 1 y 2 will receive 5 points bonus.

h) Nova 1 = usag level 4-5
Nova 2 = usag Level 6-7
Nova 3 = usag Level 8-9

i) Elements:

Nivel 1 = FIG - A element
Nivel 2 = FIG - B element
Nivel 3 = FIG - C element
Nivel 4 = FIG - D element
Nivel 5 = FIG - E element
Nivel 6 = FIG - F element
Nivel 7 = FIG - G element
Nivel 8 = FIG - H element

-Each value of elements are:

- Level 1 = 3 Points
- Level 2 = 5 Points
- Level 3 = 7 Points
- Level 4 = 9 Points
- Level 5 = 12 Points
- Level 6 = 15 Points
- Level 7 = 20 Points
- Level 8 = 25 Points
- Level 9 = 30 Points

- For more details on the Minor League rules go to the Final Minor League Version page.

<https://img1.wsimg.com/blobby/go/c283a504-b3d9-4179-a009-4708491749a0/MINOR%20LEAGUE%20REGULATIONS%20PYL%20PARA%20MEMBERS%20AND%20.pdf>