



PYL Division 3 Pre Major League (English)

General Rules

- a) Team games with sequence of directed acrobatic elements.
- d) There are three scoring systems in division 3 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.
- l) Teams and players will respect and comply with the rules established by the “PYL Minor and Major League Regulations”, however, they have “Special Bonus

Exercises” and requirements for each “PYL Competitive Games Module” (event) in the construction of their play routines.

k) If the players in this category perform the mandatory exercises of each “PYL Competitive Play Module” (Events) they will obtain one point (1) as a bonus.

l) Scoring system for all Pre Major League Divisions. There are 4 score:

1. Performance: Maximum score of twelve (12) points.
2. Level of complexity: the sum of the point value of the five (5) exercises you perform according to the level of complexity.
3. Perfect landing: (without moving) 5 points if the dismount is level 2. The routine will be Zero (0) if the player fails on the dismount.
4. The execution scores will be as follows:
 - The value of the performance is 12 points, if the player does not fall.
 - The player who has a fall in the routine will lose the execution grade and his deductions will be taken from the complexity level grade.

-If the player has a second fall he will not have a score, his score will be zero (0).
-Players who complete all the modules of their gender will be able to obtain additional points for their team, the player who achieves the highest overall score will add 30 points for their team per match, if they do not fall from the module, 30 points will be awarded for each gender (female/male) for a maximum total of 60 points for the team.

-If the first accumulators of the eight (8) modules have falls, they will not be replaced by the players with the second highest score. No one will add the points nor will they be awarded to any team, that is, second place, even if it has not committed falls, will not be considered the winner.

-The penalties will be:

1. Simple=0.2 tenths.
2. Double = 0.4 tenths.
3. Triple = 0.6 tenths.

-The penalties for steps after any landing on the dismount will be as follows:

1. One (1) step = 0.1
2. Two (2) steps = 0.2
3. Three (3) steps = 0.3
4. Four (4) steps=0.4
5. Five (5) steps=0.5
6. More than 5 steps is considered a fall.

-If the first accumulators of the eight (8) modules have falls, they will not be replaced by the players with the second highest score. No one will add the points nor will they be awarded to any other place, it will still be the same, and second place, even if it has not committed falls, will not be considered the winner.

-The penalties will be:

1. Simple=0.2 tenths.
2. Double = 0.4 tenths.
3. Triple = 0.6 tenths.

-The penalties for steps after any landing on the dismount will be as follows:

1. One (1) step = 0.1
2. Two (2) steps = 0.2
3. Three (3) steps = 0.3
4. Four (4) steps=0.4
5. Five (5) steps=0.5
6. More than 5 steps is considered a fall.

m) Levels

- Bronze level
 - The execution of level four (4) or higher exercises is prohibited.
- Silver level
 - The execution of exercises of level five (5) or higher is prohibited.
- Gold level.
 - The execution of exercises of level six (6) or higher is prohibited.

n) Modules (events) for the Pre Major League Division.

- Each module has three categories in requirements, only two of them will meet the requirements. Go to the website at the link below for more information.

o) Elements:

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

-Each value of the Element Levels 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 rules of Pre Major League Modules go to the updated
PYL Final Major League Version page.

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