

# PYL Division 4 Nova Minor League (English)

## General Rules

- a) Team games with sequence of directed acrobatic elements.
- b) 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.
- c) **If the dismount does not fall in the landing zone, the score gets 5 points off.**
- d) 5 players can participate but only the 3 highest scores will be chosen.
- f) Exercises that are not in the code have a value of 1 point.
- g) **If a player falls once loses the performing score and if the player falls twice the final score gets 5 points off.**
- 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.
- h) 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.
- i) 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*

1. 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.

2. Each extra level 1 is 1 point bonus. **Only Level 1 elements are allowed. No Level 2 or higher is allowed.**

3. The age categories will be the same as categories 3 in Division 5.

**4. Only Level 1 dance jumps and turns are allowed on Acro Beam.**

- *Nova 2*

1. 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.

2. Each extra level 2 element is 3 points bonus. **Only two level 2 elements are allowed. No Level 3 higher are allowed.**

3. The age categories will be the same as categories 3 in the Division 5.

**4. Only Level 2 dance jumps and turns are allowed on Acro Beam.**

- *Nova 3*

1. There are 5 elements required, four level 2 in each module, and a dismount for a total of 5 elements. Extra level 2 elements 1 point bonus, Level 3 elements is not allowed.

**2. It is allow to do all the level 2 player want to do.**

3. The age categories will be the same as categories 3 in the Division 5.

**4. Only Level 2 dance jumps and turns are allowed on Acro Beam**

*Note:*

- *Nova 3*

1. Double Irregular Bars (Bars)

-Use both bars 5 points bonus.

## 2. Bone ACROBEAM (Beam)

-Dismount with salto 3 points bonus.

-2 flip flac 5 points bonus.

j) 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.

k)

Nova 1 = usag level 1-2

Nova 2 = usag Level 3-4

Nova 3 = usag Level 5

l) 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>

