



2023 - 2024 DEDUCTIONS

Updated 8/7/2023

Deductions can be given prior to, during or after a performance.

***Athlete Bobble and Building Bobble will be assessed on the score sheet under Perfection of Skill/Execution by the scoring judge in each category. Examples will include but not limited to:**

***Athlete Bobble**

- Landing on hands during tumbling or jumps.
- Tumbling in/out of a stunt transition

***Building Bobble**

- Stunts, tosses, or pyramids that almost drop or fall.
- Excessive movement of the bases.
- **Dropping from below prep level skill.**
- Dropping from an extended or prep level skill where at least one foot of support is at/above prep level.
- Dropping from an extended/prep level to a level where at least one foot of support is below prep level.
- Top person **incorrectly** becomes weight bearing on the **bracer(s) of a pyramid/middle layer** or **base(s)** of a stunt.
- **Foot/feet/hand/hands coming in contact with performance surface during a cradle/prone.**
- **Dropping of a body position.**

Individual Athlete Deductions

Athlete Fall (AF) - 0.5

Drops to the performance surface during tumbling and/or jump skills include:

- Landing on head, shoulders, back or other compromising positions during tumbling and/or jumps.
- Drops from airborne tumbling skills to knees.

Building Deductions

Minor Building Fall (BF1) – 1.0

Stunt/Pyramid skills that safely lower, fall or drop but are saved include:

Stunts

- **Lowering/Dropping from prep, extended or level in between** to a load in, cradle, prone or flat back position.
- **Lowering/Dropping in a controlled manner to the performance surface.**
- **Top person incorrectly becomes weight bearing on a spotter.**
- Base or spot landing on the performance surface anytime during a stunt, transition, or dismount.

Dismounts

- **Incomplete twisting that lands in a prone (on stomach) position.**

Major Building Fall (BF2) – 2.0

Drops to the performance surface from a stunt, pyramid or toss by the top person a base or spotter or more than 1 base and/or spotter. Uncontrolled lowering or drops to a compromising position not listed under building fall. Major Building Fall will include:

Stunts

- **Falling top person to the performance surface in an uncontrolled manner.**
- **Initiating a skill but never establishing contact.**
- **Dropping to a load in, cradle, prone/flatback position in a compromising position with the top's head going toward the performing surface.**
- **Multiple bases/spotters or a base/spot and top landing on the performance surface.**

Dismounts/Tosses

- Dismounts that land in upright (feet down) or inverted (head down) position.
- Tosses that land in prone (**on stomach**), upright (**feet down**) or inverted (**head down**) position.

Pyramid

- **Lowering of a falling top person back to performance surface.**
- **Middle layer falling prior to loading the top person.**

Pyramid Fall (PF) – 3.0

Building falls will be used until a single pyramid has received 3.0 in deductions. Once the pyramid has received 3.0 or more points in deductions, the Pyramid Fall deduction will be used. When multiple pyramids are built at the same time, each pyramid will be treated separately. If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid. Once a pyramid is rebuilt and shows stability, additional deductions can be given.



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Out of Bounds – 0.5

- One entire hand, foot or body part is completely outside of the performance surface – National Championship Only

**Props – 0.5

- **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.
 - Top person using a prop with a metal or other hard material pole(s).
 - Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles
- Note: Props may be placed off the performance surface by someone standing inside the performance surface.

**Unsportsmanlike Behavior – 1.0

- When a coach is in a discussion with an official, other coaches, athletes, or parents/spectators, they must maintain professional conduct. Increased behavior could result in removal or disqualification.

**Excessive Celebration / Team Introductions – 1.0

- Introductions (organized entrances, chants, spells 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 (chest bumps, hands, handshakes, etc.).
- Teams should refrain from any type of excessive celebration following the team's performance (team huddles, alternates/coaches entering the competition floor, and/or falling to the ground following the performance).
- Teams that fall during skill(s) at the end/after the performance will receive the deductions matching the type of fall.

Time Limits – 1.0/2.0

- Timing will begin with the first movement, voice or note of the music, whichever comes first. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction.
- 1 – 5 Seconds over – 1.0
- 6 seconds or more – 2.0
- Game Day timing will not include the team spiring, rallying, jumping, kicking, or tumbling prior to the start of the routine. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended.
- If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.

**Bows - .25

Bows should not be excessive in size and should not be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down, and should not fall over the forehead into the participants' eyes or block the view of the participants while performing.

Game Day Format Violation – 1.0

- Skills that do not meet the additional skill restrictions for a Game Day Performance (See Rules and Regulations for skill restrictions). Additional Format Violations will include:
 - Exceeding 3 consecutive 8-counts of incorporation during the fight song (High School and Below)
 - Building Skills that are stationary prior to the end of the 3rd 8-count may remain stationary until the end of the routine. Dismounts following the completion of the routine will not be included for timing purposes.
 - Stunting outside the allotted restrictions
 - Incorrect Situational Sideline response including calling a general sideline.

General Safety Violation – 2.0

- When skills are performed illegally, however the skill itself is legal. Examples include:
 - Braced flip where one of the bracers happens to fall during the flip.
 - Incorrect spotter grips on single base style stunts or college pyramids
 - Tumbling/Building in a Non-Tumbling/Non-Building Division
 - Performance Errors

Specific Safety Violation – 3.0

- When a skill is not performed in a legal manner. Examples include:
 - Braced flipping pyramid with only 7 people or a bracer in a shoulder sit.
 - Release transitions landing inverted.
 - Missing a Required Spotter – does not include incorrect spotter grip.

****These deductions may only be issued one time per performance. However, all others may be received multiple times with no max: Props, Unsportsmanlike Behavior, Excessive Celebration / Team Introductions, Bows.**