



2024 - 2025 College Point Deductions

**Deductions will be given prior to, during, or after a performance.
Teams that fall during skill(s) at the end/after the performance will receive applicable deductions.**

Individual Athlete Deductions

Athlete Fall (AF) - 0.5

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

Includes	Does Not Include
<ul style="list-style-type: none"> Landing on head, shoulders, backside, or other compromising positions during tumbling and/or jumps. Drops from airborne tumbling or jump skills to knees. Tumbling/Inversion transitions in and/or out of a building skill. 	<ul style="list-style-type: none"> Hand/hands down during tumbling or jump skill. An athlete that trips while walking during a transition. An athlete that trips/falls following a controlled completion of a tumbling or jump skill.

Building Deductions

Building Fall (BF1) – 1.0

Stunt/Pyramid skills that safely lower, fall, or drop.

Includes	Does Not Include
<ul style="list-style-type: none"> Lowering/dropping from prep, extended, 2 ½ high or level in between to a load in, cradle, prone or flat back position. Lowering/dropping of stunts, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter. Top person incorrectly becomes weight bearing on a spotter. Base or spot landing on the performance surface anytime during a stunt, transition, or dismount. Incomplete twisting that lands in a prone (on stomach) position during a dismount. 	<ul style="list-style-type: none"> Top remains standing and at least one foot remains at prep level. Lowering of an extended stunt to prep level. Excessive movement of the bases. Dropping of a body position by the top person. Omitted skills. Single based/coed style skill that never results in contact beyond a toss/load grip (omitted skill). Incorrect landing on 2 ½ high pyramid. Top person adjusting on middle layer after landing.

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.

Includes	Does Not Include
<ul style="list-style-type: none"> Falling top person to the performance surface in an uncontrolled manner. Dropping to a load in, cradle, prone/flatback position in a compromising position the top's head going toward the performance surface. Multiple bases/spotters landing on the performance surface. Top person lands on a base or spotter who drops to the performance surface. 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. Skills in which the event spotter is the primary catcher/saves an athlete while falling. 	<ul style="list-style-type: none"> Top person comes in contact with the performance surface during a transition. Top person landing on the performance surface as the result of a skill that safely lowers, falls, or drops.

Pyramid Fall (PF) – 3.0

Building Falls for both middle layers and tops will be used until a single pyramid has received 3.0 or more 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. Two and a half high pyramids DO NOT automatically receive a Pyramid Fall until the sum of the Building Falls within it have totaled to 3.0 or more points.



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Out of Bounds – 0.5

- Two hands, two feet, or any part of the seat/torso completely outside of the performance surface
- Out of bounds deductions are called by line judges and decisions are final.

**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 performing a skill to a cradle with a prop made of solid material.
 - 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 (handshakes, chest bumps, 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).

Time Limits – .25/.5/1.0/2.0

- 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, tumbling or stunts 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.
- Teams have 30 seconds from the team's introduction to start the routine. If a team exceeds this time limit, a penalty of a .25-point deduction for 1-5 seconds or a .5-point deduction for 6 seconds and over will be assessed.
- 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 Event Guidelines for skill restrictions). Additional Format Violations will include:
 - An incorrect situational sideline response including calling a general sideline.
 - Stunting outside the allotted restrictions.

General Safety Violation – 1.0

- When skills are performed illegally, usually due to performer error, however the skill itself is legal. Examples include:
 - Required spotter in a pyramid loading and not getting to required position by the time the stunt pyramid is established.
 - Incorrect spotter grips on a 2 ½ high pyramid.

Specific Safety Violation – 3.0

- When a skill is not performed in a legal manner. Examples include:
 - Layout Double Twisting basket toss with a female back spot.
 - Release twisting transitions to hand in hand stunt.
 - 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.**