



A VARSITY SPIRIT BRAND

## 2024-25 DEDUCTION SCORING GUIDELINES

SHOW CHEER DIVISIONS ONLY (Does not include Group Stunt, Crowdleader™ Teams, or Game Day divisions)

### **ATHLETE FALL (AF) - (0.5)**

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

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> <li>* Hand or hands and/or knee or knees down in a tumbling or jump skills</li> <li>* Head, shoulders, seat down, or other compromising position during tumbling or jump</li> <li>* Tumbling transitions in and/or out of a building skill</li> </ul>	<ul style="list-style-type: none"> <li>* An athlete that trips while walking during a transition</li> <li>* Trips/falls following a controlled completion of a tumbling or jump skill</li> </ul>

### **BUILDING BOBBLE (BB) - (0.5)**

#### ***Building skills that almost fall or drop but are saved***

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> <li>* Top person leans and/or bears weight on a base/spotter and is pushed back up into the stunt/skill</li> <li>* Lowering of a stunt from extended position to prep level (not a timing issue)</li> <li>* Pyramid skills that would fall without the bracer(s) support</li> <li>* Stunts including single based/coed style (unassisted or assisted) that drop to a load in position</li> <li>* Both feet/both hands of the top person come in contact with performance surface during a cradle/prone (excluding one foot or one hand)</li> <li>* Incomplete twisting dismount that lands in a prone (stomach) position</li> </ul>	<ul style="list-style-type: none"> <li>* An omitted skill</li> <li>* Drop in a body position by the top person</li> <li>* Excessive movement by the bases</li> <li>* Balance check by the top person</li> </ul>

### **BUILDING FALL (BF) - (1.0)**

#### ***Drops from a building skill or transition***

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> <li>* Drops to a cradle/ load in/ prone position</li> <li>* Base or spotter drops to performance surface during a building skill</li> <li>* Drops/lowering of a stunt, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter</li> </ul>	<ul style="list-style-type: none"> <li>* Lowering of stunt from extended position to prep level</li> <li>* Top person remains standing and at least one foot remains at prep level</li> </ul>

### **MAJOR BUILDING FALL (MBF) - (1.5)**

#### ***Drops to the performance surface from a building skill or transition by the top person OR more than one base/spotter***

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> <li>* Multiple bases and/or spotters drop to the performance surface</li> <li>* Top person makes contact with base and/or spotter who drops to the performance surface</li> <li>* Tosses and or dismounts that land in a prone (stomach), upright (feet down), or inverted (head down) position</li> <li>* Top person lands on performance surface (bases are unable to prevent the top from falling to the performance surface)</li> <li>* Skills in which the event spotter is the primary catcher/saves an athlete while falling</li> </ul>	<ul style="list-style-type: none"> <li>* Top person comes in contact with the performance surface during a transitional-stunt and/or pyramid that is continuous without interruption/stopping</li> </ul>

### **MAXIMUM (MAX) - (2.0)**

#### ***When multiple deductions should be assessed during a pyramid skill, then the sum of those deductions will not be greater than 2.0***

This includes the following:
<ul style="list-style-type: none"> <li>* Pyramids where a fall continues to affect other portions of the pyramid</li> <li>* Two separated pyramids will result in separate deductions</li> </ul>

# 2024-25 LEGALITY JUDGE - SCORING GUIDELINES

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## SHOW CHEER, GROUP STUNT, AND GAME DAY DIVISIONS

### **SAFETY VIOLATION** – (2.0) per occurrence

Given when a skill is performed, or other violation occurs, that is not allowed by the NFHS Spirit Rules

### **DIVISION LIMITATION VIOLATION** – (2.0) per occurrence

Given when a skill is beyond those allowed in the USA Division Limitations

### **PROP USE VIOLATIONS** – (.5) per occurrence

- ✿ Violation of NFHS prop rules. This includes prop use during building, dismounting, tumbling, and discarding of props.
- ✿ Illegal prop(s)

### **GAME DAY FORMAT VIOLATION** – (2.0) per occurrence

Given when skills or elements do not meet the additional skill restrictions for a Game Day routine. Examples include:

- ✿ Exceeding 3 consecutive 8-counts of skill incorporation in the Fight Song routine (excludes College)
- ✿ Stunting or tumbling in the Band Chant division (excludes College)
- ✿ Stunting beyond the restrictions listed for the Game Day routine

**TIME LIMIT VIOLATION FOR TOTAL ROUTINE LENGTH** – (1- 5 seconds over time limit = 1.0 point. 6 or more seconds over time limit = 2.0 points.)

**TIME LIMIT VIOLATION FOR SHOW CHEER TOTAL MUSIC LENGTH** – (1- 5 seconds over time limit = 1.0 point. 6 or more seconds over time limit = 2.0 points.)

**COSTUMING/FOOTWEAR**– (3.0) penalty for each violation of guidelines listed in the Spirit Information Packet.

**UNNECESSARY CHANGE IN PERFORMANCE ORDER** – (3.0) determined by competition officials/directors

**INAPPROPRIATE MUSIC/LYRICS/CHEER WORDS, APPEARANCE AND/OR MOVEMENTS** – (3.0) determined by competition officials/directors in accordance with the guidelines listed in the Spirit Information Packet

**BOUNDARY VIOLATION = TUMBLING/STUNTING OFF THE MAT** – (3.0) (Nationals only)

### **UNSPORTSMANLIKE CONDUCT** – (1.0)

When a coach is in discussion with an official, other coaches, athletes, and/or parents/spectators, they must maintain proper professional conduct. Failing to do so may result in a 1.0 deduction and removal of coach from event. Severity of infraction may lead to team disqualification. Penalty determined by competition officials/directors.

**DISQUALIFICATION PENALTIES** – Examples include violation of eligibility requirements, age/grade requirements, participating on two teams within the same category type/and or divisions, entering/performing in the incorrect category/division, failing to provide proof of music licensing, and severe sportsmanlike conduct. Disqualification will be determined by event officials and the Director of Special Events.