



UNITED SCORING DEDUCTION SYSTEM

Athlete Fall - .15

DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> • Hand, hands, or head down in tumbling or jump skills • Knee or knees down in tumbling or jump skills • Tumbling transitions in and/or out of a building skill 	<ul style="list-style-type: none"> • An athlete that trips while walking during a transition

Building Bobble - .25

BUILDING SKILLS THAT ALMOST DROP, BUT ARE SAVED

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> • Base or spotter drops to the performance surface during a building skill • Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill • Lowering of a stunt from extended position to prep level (not timing issue) • Coed style (unassisted or assisted) stunts that drop to a load in position • Pyramid skills that would fall without the bracer or bracers support • Both feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot). • Both hands of the top person come in contact with the performance surface during a cradle/prone(excluding one hand) • Drops to the performance surface from a nugget, thigh stand and/or waist level style stunt on to their feet (not timing issues) 	<ul style="list-style-type: none"> • An omitted skill • Drop in body position by top person • Excessive movement by bases • Balance check by top person

Building Fall - .75

DROPS FROM A BUILDING SKILL OR TRANSITION

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> • Drops to a cradle position • Drops to a load in position • Drops to a prone position • Coed style (unassisted or assisted) stunts that drop to a cradle and/or prone • Coed style (unassisted or assisted) stunts that drop to the performance surface (not in a load in position) with assistance from bases and/or spotter 	<ul style="list-style-type: none"> • Coed style (unassisted or assisted) stunts that drop to a load in position

Major Building Fall - 1.25

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON AND/OR THE BASES/SPOTTERS

This includes the following:	This does NOT includes the following:
<ul style="list-style-type: none"> • Multiple bases and/or spotters drop to the performance surface • Top person lands on base and/or spotter who drops to the performance surface • Coed style (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter 	<ul style="list-style-type: none"> • Top person comes in contact with the performance surface during a transitional-stunt and/or pyramid that is continuous without interruption/stopping • Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)



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RULE VIOLATIONS

BOUNDARY VIOLATIONS - .05

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .05 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

TIME LIMIT VIOLATIONS - .05

Teams that exceed the allotted time by 1 or more seconds are subject to a .05 deduction. Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 3 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.

Teams that exceed the allotted time per category below will be subject to the deduction:

- All Star Novice – 1:30
- All Star Prep – 2:00
- All Star Elite & International – 2:30
- All Star Non-Tumbling – 2:00
- Global Divisions – 3:30 (Must adhere to the breakdown below)
 - Cheer: 0:30 seconds (minimum), 0:40 seconds (maximum)
 - 0:20 seconds to move from Cheer to set for music portion
 - 2:30 maximum for music portion
- Performance Recreation – 2:30
- Traditional Recreation – 2:30 (Must adhere to the breakdown below)
 - Cheer: 1:00 minute (maximum)
 - 1:30 maximum for music portion

DIVISION VIOLATION - 5.0

Teams that do not have the minimum or exceeds the maximum number of athletes within a specific division will receive a 5 point deduction and/or may be disqualified.

LEGALITY INFRACTIONS

.01 - Image Policy

.05 - General Rules/Out of Level Tumbling

.10 - Building Out of Level

.50 - Building All Level Rules

- If a skill is performed illegally and appears to be inherently dangerous and/or unsafe—regardless of the number of building groups
- If a skill is missing the number of athletes required to perform that skill legally (ex: not having the number of required catchers for a cradle)