



# POINT DEDUCTION, SAFETY RULES, & TIME VIOLATIONS INFORMATION

## ROUTINE VIOLATIONS

### **ATHLETE FALL – .25**

- Falls and/or touch downs to the performing surface during tumbling and/or jump skills

Examples:

- Hand, hands, or head touch down in tumbling or jumps
- Knee or knees touch down in tumbling or jumps

### **BUILDING FALL – .75**

- Falls to a cradle, uncontrolled dismounting and/or uncontrolled lowering of a building skill (not timing)

Examples:

- Top person shifts weight and/or alignment onto a base or spotter during a building skill
- Base or spotter falls to the performing surface during a building skill

### **MAJOR BUILDING FALL – 1.25**

- Falls to the performing surface from a stunt, pyramid, or toss by the top person and/or bases/spotter

Examples:

- Top person falls to the performing surface
- Multiple bases and/or spotters fall to the performing surface
- Top person lands on base and/or spotter who falls to the performing surface
- Top person would have landed on performing surface if not caught by an ICCA spotter

### **MAXIMUM – 1.75**

- When multiple deductions should be assessed during a stunt, toss (by a single group), or pyramid, then the sum of those deductions will not be greater than 1.75.

## SAFETY VIOLATIONS

### **Reference: Current National Federation Spirit Rules Book, ICCA/IHSAA Strengthened Rules, and ICCA Competition Rules**

- **2 point** deduction per rule infraction (each occurrence)
- **1 point** deduction for stepping on items on the mat (each occurrence) unless otherwise noted
- **1 point** deduction per Delay of Performing infraction
- **5 point** deduction for inappropriate music, choreography, unsportsmanlike conduct, etc.

## TIME VIOLATIONS

- **1 point** deduction for going over time (overall routine and/or music)
- Both a Time Violation plus a Delay of Performing Violation will be given for going 10 seconds over time

\*Adapted from Varsity scoring