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

- Drops to a cradle and/or load in position from a stunt, pyramid and/or toss Examples:
 - Base or spotter drops to the performance 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/spotters 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 (maximum deduction-5 points per rule.) No limit to the number of rules infractions.
- 1 point deduction for each occurrence of stepping on items on the mat (maximum deduction-5 points).
- 1 point deduction per Delay of Performing infraction
- Up to **5 point** deduction or possible disqualification for inappropriate music, inappropriate choreography and/or unsportsmanlike conduct if the violation is found to be severe by ICCA officials and/or judges.

TIME VIOLATIONS

- 1 point deduction for going over time (overall routine and/or music)
- 2 point deduction for 1/2 of team or more on the mat at final buzzer in the Time Out Division
- Both a Time Violation plus a Delay of Performing Violation will be given for going 10 seconds over time
- *Adapted from Varsity scoring