



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

- 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).

- **2 point** deduction per Delay of Performance 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 Delay of Performance** deduction for any team that exceeds the time limit by more than ten Seconds (added to the 1 point deduction for being over time, resulting in a 3 point deduction all together.)
- Twenty seconds or more over the time limit will result in the team being disqualified.

*Adapted from Varsity scoring ¹⁰¹⁹