



# 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 INCLUDE the following:
<ul style="list-style-type: none"> <li>• Hand or hands down in tumbling or jump skills</li> <li>• Knee or knees down in tumbling or jump skills</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> </ul>

## MAJOR ATHLETE FALL - .25

### MULTIPLE BODY PARTS DROP 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>• Multiple body parts down in tumbling or jumps i.e. hands &amp; knees, seat &amp; hands etc.</li> </ul>	<ul style="list-style-type: none"> <li>• An athlete that trips while walking during a transition</li> </ul>

## BUILDING BOBBLE - .25

### BUILDING SKILLS THAT ALMOST DROP, BUT ARE SAVED

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

## BUILDING FALL - .75

### 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>• Single based/ Coed Style (unassisted or assisted) stunts that drop to a cradle and/or prone</li> <li>• Single based/ 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</li> <li>• Top person is set out of a building skill, transitions, and drops to the performance surface</li> </ul>	<ul style="list-style-type: none"> <li>• Single based/ Coed Style (unassisted or assisted) stunts that drop to a load in position</li> </ul>

## MAJOR BUILDING FALL - 1.25

### DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON AND/OR BASE(S)/SPOTTER(S)

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 lands on base and/or spotter who drops to the performance surface</li> <li>• Single based/ Coed Style (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter</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> <li>• Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)</li> </ul>



# UNITED SCORING DEDUCTION SYSTEM

## 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
- Performance Recreation - 2:30

### 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.
- Tiny Novice teams who intentionally perform skills that are not allowed within this level/division.

## LEGALITY INFRACTIONS

### IMAGE POLICY

- .01 USASF Uniform Top Guidelines
- .25 USASF Athletic Performance Standards (APS)

To include Excessive Celebration. Warnings and/or deductions will be issued at the judges' discretion for excessive celebration, so we advise saving your head swinging, breakdancing and drops to the floor for another time and place. Teams need to continue to exit the floor within 30 seconds of the conclusion of their routine.

### USASF RULES

- .05 - General Rules/Out of Level Tumbling
- .10 - Building Out of Level
- .50 - All Level Rules/Skill Restrictions by Division

Additional Examples:

- 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 cradle, L1 not having a required spotter)
- Skill Restrictions by Division example: a prep team performs a waist level cradle, which is not allowed in this division.