



# 2025-2026 Point Deduction Explanations

Deductions will be given prior to, during, or after a performance. Teams that fall during skill(s) at the end/after the performance will receive applicable deductions.

## Individual Athlete Deductions

### Athlete Fall (AF) - 0.25

Drops to the performance surface during tumbling and/or jump skills.

Includes	Does Not Include
<ul style="list-style-type: none"> <li>Landing on head, shoulders, backside, or other compromising positions during tumbling and/or jumps.</li> <li>Drops from airborne tumbling or jump skills to knees.</li> <li>Tumbling/Inversion transitions in and/or out of a building skill.</li> <li>Hand/hands down during tumbling or jump skill.</li> </ul>	<ul style="list-style-type: none"> <li>An athlete that trips while walking during a transition.</li> <li>An athlete that trips/falls following a controlled completion of a tumbling or jump skill.</li> </ul>

## Building Deductions

### Building Bobble (BB) - 0.5

Stunt/Pyramid skills that almost drop but are saved

Includes	Does Not Include
<ul style="list-style-type: none"> <li>Base or spot landing on the performance surface anytime during a stunt, transition, or dismount.</li> <li>Top person incorrectly becomes weight bearing on a spotter, and is pushed back into the stunt or skill.</li> <li>Lowering of an extended stunt to prep level (not timing issue)</li> <li>Pyramid skill that would fall without a bracer's support</li> <li>Both feet or hands coming into contact with the performance surface during a prone/cradle</li> <li>Drops to the performance surface from a thigh stand and or waist level stunt to their feet (not timing issue.)</li> <li>Incomplete twisting that lands in a prone (on stomach) position during a dismount.</li> </ul>	<ul style="list-style-type: none"> <li>Omitted skills</li> <li>Balance check by top person</li> <li>Excessive movement of the bases.</li> <li>Dropping of a body position by the top person.</li> <li>Omitted skills.</li> <li>Single based/coed style skill that never results in contact beyond a toss/load grip (omitted skill).</li> <li>A single hand or foot coming in contact with the performance surface during a cradle/prone.</li> </ul>

### Building Fall (BF1) - 1.0

Stunt/Pyramid skills that, fall, or drop.

Includes	Does Not Include
<ul style="list-style-type: none"> <li>Lowering/dropping from prep, extended or level in between to a load in, cradle, prone or flat back position.</li> <li>Lowering/dropping of stunts, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter.</li> <li>Drops to a cradle, load in, or prone position.</li> </ul>	<ul style="list-style-type: none"> <li>Stunts that almost drop but are saved</li> <li>All other items listed in bobble or major fall "includes" section</li> </ul>

### Major Building Fall (BF2) - 2.0

Drops to the performance surface from a stunt, pyramid or toss by the top person a base or spotter or more than 1 base and/or spotter. Uncontrolled lowering or drops to a compromising position not listed under building fall.

Includes	Does Not Include
<ul style="list-style-type: none"> <li>Falling top person to the performance surface in an uncontrolled manner.</li> <li>Dropping to a load in, cradle, prone/flatback position in a compromising position the top's head going toward the performance surface.</li> <li>Multiple bases/spotters landing on the performance surface.</li> <li>Top person lands on a base or spotter who drops to the performance surface.</li> <li>Dismounts that land in upright (feet down) or inverted (head down) position.</li> <li>Tosses that land in prone (on stomach), upright (feet down) or inverted (head down) position.</li> </ul>	<ul style="list-style-type: none"> <li>Top person comes in contact with the performance surface during a transition.</li> <li>Top person landing on the performance surface as the result of a skill that safely lowers, falls, or drops.</li> </ul>

### Pyramid Fall (PF) - 3.0

Building Falls will be used until a single pyramid has received 3.0 or more in deductions. Once the pyramid has received 3.0 or more points in deductions, the Pyramid Fall deduction will be used. When multiple pyramids are built at the same time, each pyramid will be treated separately. If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid. Once a pyramid is rebuilt and shows stability, additional deductions can be given.

## Out of Bounds – 0.5

- Any combination of two hands/feet, or any part of the seat/torso completely outside of the performance surface

## Props – 0.5 – cited per occurrence

- Hard props/megaphones released from an athlete while loading, dismounting or stationary in a stunt.
- A person on the ground throwing to another person or discarding a hard prop/megaphone **with the intent of distance**.
- Athletes performing/landing stunts, tumbling or jumps on props.
- Top person using a prop with a metal or other hard material pole(s).
- Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles
- Note: Props maybe placed off the performance surface by someone standing inside the performance surface.

## \*\*Unsportsmanlike Behavior – 1.0

- When a coach is in a discussion with an official, other coaches, athletes, or parents/spectators, they must maintain professional conduct. Increased behavior could result in removal or disqualification.

## \*\*Excessive Celebration / Team Introductions – 1.0

- Introductions (organized entrances, chants, spells outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals, traditions, **and handshakes** need to take place prior to entering the mat.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures (handshakes, **dances, rituals**, chest bumps, etc.).
- Teams should refrain from any type of excessive celebration following the team's performance (team huddles, alternates/coaches entering the competition floor, **and/or falling to the ground following the performance, dancing, split drops etc.**

## Time Limits – .25/.5/1.0/2.0

- Timing will begin with the first movement, voice or note of the music, whichever comes first, **and will end with the last movement, voice, or note of music, whichever comes last**. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction.
  - Time 4-5 second over: -1.0
  - Time 6 or more over: -2.0
- Game Day timing will not include the team spirting, rallying, jumping, kicking, tumbling or single-based lifts prior to the start of the routine. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended.
- Teams have 30 seconds from the team's introduction to start the routine. If a team exceeds this time limit, a penalty of a .25-point deduction for 1-5 seconds or a .5-point deduction for 6 seconds and over will be assessed.
  - Time 4-5 second over: -0.25
  - Time 6 or more over: -0.5
- If a routine is retimed as part of a review, the exact time will be used **without the 3 second allowance** listed above.

## Game Day Format Violation – 1.0

- Teams must use recorded marching band music for the band chant and fight song elements. No voiceovers or sound effects are allowed.
- Skills that do not meet the additional skill restrictions for a Game Day Performance (See Rules and Regulations for skill restrictions). Additional Format Violations will include:
  - Exceeding 3 consecutive 8-counts of incorporation during the fight song (High School and Below)
    - Building Skills that are stationary prior to the end of the 3<sup>rd</sup> 8-count may remain stationary until the end of the routine. Dismounts following the completion of the routine will not be included for timing purposes.
  - Stunting outside the allotted restrictions
    - Skills that aren't allowed: Basket, sponge, or elevator tosses; inversions; twisting released dismounts; body positions other than liberty or hitch while on one leg
    - During band chant, before routine starts, in between sections
  - Tumbling outside of restrictions
    - No running tumbling
    - No connected standing tumbling skills, except for after a jump
    - Standing tuck is highest level skill allowed
    - No tumbling during band chant; as soon as music starts any further tumbling would receive a deduction

## General Safety Violation – 1.0 – cited per occurrence

- When skills are performed illegally, usually due to performer error, however the skill itself is legal. Examples are not limited to but include:
  - Braced flip where one of the bracers happens to fall during the flip.
  - Incorrect spotter grips on single base style stunts or college pyramids
  - Tumbling/Building in a Non-Tumbling/Non-Building Division
  - Bracers of a pyramid becoming primary support for a top person

## Specific Safety Violation – 3.0 – cited once per rule

- When a skill is not performed in a legal manner. Examples are not limited to but include:
  - Braced flipping pyramid with only 7 people or a bracer in a shoulder sit.
  - Release transitions landing inverted.
  - Missing a Required Spotter – does not include incorrect spotter grip.

\*\*These deductions may only be issued one time per performance. However, all others may be received multiple times with no max.