



SUFFOLK COUNTY DEDUCTION EXPLANATION

DEDUCTION

POINTS

INDIVIDUAL ATHLETE DEDUCTIONS

Athlete Minor Fall/Bobble(s)

0.25

Examples include landing on hands/knees during tumbling or jumps.
Tumbling in/out of a stunt transition.

Athlete Major Fall(s)

0.5

Examples include landing on head, shoulders, or back during tumbling or jumps.
Drops from airborne tumbling skills to knees.

BUILDING DEDUCTIONS

Building Bobble

0.5

Stunts, tosses or pyramids that almost drop or fall; Excessive movement of bases; Dropping from an extended or prep level skill where at least one foot of support is at/above prep level; Stunts that come down but do not meet the other Building Deductions. *This would not include dropping of a body position or omission of skills.

Major Bobble

1

Top person becomes weight-bearing on the spot of a stunt.

Building Fall

2

Dropping to a load in, cradle, prone or flat back; base or spot landing on the ground anytime during a stunt, transition, or dismount; controlled lowering of a falling top person; dropping from a skill and support is below prep level (Both feet in a 2 foot stunt or the foot of support in a 1 foot stunt); incomplete TWISTING tosses/dismounts (side or prone landings).

Building Major Fall

3

Dropping to a compromising position (positions not listed in Building Fall); Uncontrolled lowering of a falling top person; Multiple bases/spotters landing on the ground; Tosses that do not land in a cradled position (upright or inverted landing).

Pyramid Fall

4

2 or more connected stunts falling; 2 or more top persons falling. During a pyramid, building bobbles and falls will be used until a single pyramid receives 4.0 in deductions. Once the pyramid has received 4.0 or more points in deductions, the Pyramid Fall deduction will be used. When multiple pyramids are built at the same, 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

One entire hand, foot, or body part is completely outside of the performance surface.



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DEDUCTION	POINTS
*PROPS	0.5
<p>Hard props released from a top person; A person on the ground throwing to another person or discarding a hard prop 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 may be placed off the performance surface by someone standing inside the performance surface.</p>	
*UNSPORTSMANLIKE BEHAVIOR	1
<p>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.</p>	
*EXCESSIVE CELEBRATION/TEAM INTRODUCTIONS	1
<p>Introductions (organized entrances, chants, spell outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals and traditions need to take place prior to entering the mat. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures (chest bumps, hands, handshakes, 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). Teams that fall during skill(s) at the end/after the performance will receive the deductions matching that type of fall.</p>	
TIME LIMITS	1, 2
<p>Timing will begin with the first movement, voice, or note of the music, whichever comes first. Judges will not issue a deduction until their stopwatches show a time greater than 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction. (1) point deduction for 1 – 5 seconds over, (2) point deduction for 6 seconds or more.</p>	
NFHS MINOR SAFETY VIOLATION	0.5
<p>NFHS Spirit Rules violations regarding Rule 2 - General Risk Management or Rule 3, Section 1 - Cheerleader Apparel/Accessories.</p>	
GENERAL SAFETY VIOLATION (Performance Errors)	2
<p>When skills are performed illegally, however the skill itself is legal. Examples include: Braced flip where one of the bracers happens to fall during the flip; Incorrect spotter grips on single base style stunts; Performance errors.</p>	
SPECIFIC SAFETY VIOLATION (Choreographed Error)	5
<p>When a skill is not performed in a legal manner. Examples include: Braced flipping pyramid with only 7 people or a bracer in a shoulder sit; Release transitions landing inverted; Pancakes from an extended position; Single base stunts without a spotter; Double twisting tosses or release dismounts.</p>	

*The following deductions may only be issued one time per performance; Props, Unsportsmanlike Behavior, Excessive Celebration / Team Introductions.