



WORLDS DIVISIONS DEDUCTION SYSTEM

BUILDING BOBBLE - 2.0

Examples:

- Stunts and Pyramids that almost drop/fall, but are saved (this includes excessive movement of the bases)
- Blatant incomplete twisting cradles (landing on stomach, etc.)
- Knee or hand of base touching ground during cradle or dismount

BUILDING FALL - 3.0

Examples:

- Cradling, dismounting, or bringing down a stunt or pyramid early (not timing issues)
- Base falling to the floor during a cradle or dismount

MAXIMUM - 5.0

When multiple deductions should be assessed during an individual stunt or toss (by a single group), or during a pyramid collapse, then the sum of those deductions will not be greater than 1.0.

TIME LIMIT VIOLATIONS

Teams that exceed 2:30 will be subject to the following deduction:

- 1 - 5 seconds over time will result in a 2.0 deduction
- 6 or more seconds over time will result in a 4.0 deduction

The routine time limit is 2:30. Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.

SAFETY VIOLATIONS

- Building skills performed out of level will be issued a 4.0 deduction.
- Tumbling skills performed out of level and violation of any other General Safety Guidelines will be issued a 2.0 deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION

When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so may result in a 5.0 deduction, removal of coach, or disqualification.

BOUNDARY VIOLATIONS

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 1.0 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.

ATHLETE FALL - 1.0

Examples:

- Hands down in tumbling or jumps
- Knees down in tumbling or jumps
- Blatant incomplete tumbling twist(s)
- Multiple body parts touch the floor in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

MAJOR BUILDING FALL - 4.0

Examples:

- Falls from individual stunt, pyramid, or tosses to the ground (top person lands on ground or multiple bases land on ground)