

CHEERLEADING POINT DEDUCTION SHEET

Deductions can be given prior to, during or after a performance.

Updated: 10/7/2021



Individual Athlete Deductions

Athlete Bobble (AB) - 0.25

- Examples include hands/knees down on tumbling or jumps
- Could include Tumbling in/out of a stunt transition

Athlete Fall (AF) - 0.5

- Examples include landing on head, shoulders, back or other compromising positions during tumbling or jumps
- Drops from airborne tumbling skills to knees, rear end etc. Not completing the skill as intended.

Building Deductions

Building Bobble (BB) – 0.5

- Stunts, tosses, or pyramids that almost drop or fall
 - Excessive movement of the bases
 - 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 (MB) – 1.0

- Top person becomes weight bearing on the spot of a stunt
- Top person incorrectly bears weight on middle layer during pyramid

Building Fall (BF) – 2.0

- Dropping to a load in, cradle, prone or flat back
- Base or spot landing on the ground
- Controlled lowering of a falling top person
- Incomplete twisting dismount (side or prone landings), or mount (up to ½ twist).

Major Fall (MF) – 3.0

- 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

Pyramid Fall (PF) – 4.0

- 2 or more connected stunts falling
- 2 or more top persons/middle layers falling

* During a pyramid, building bobbles and falls will be used until a single pyramid has received 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 time, each pyramid is treated separately. If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid. If a pyramid is rebuilt and shows stability, additional deductions can be given.

Additional Deductions

Out of Bounds – 0.5

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

Props – 0.5

- Hard props released from a top person to the ground
- A person on the ground throwing a hard prop with the intent of distance

Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles

*Props may be 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 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).

Time Limits – 1.0/2.0

- 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 of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction.

- 1 – 5 Seconds over – 1.0

- 6 seconds or more – 2.0

- Game Day timing will not include the team spiring or rallying, or individuals performing jumps, kicks or tumbling prior to the start of the routine.

- If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.

***Bows - .25**

Bows should not be excessive in size and shouldn't be a distraction to the performance. *Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down, and should not fall over the forehead into the participants' eyes or block the view of the participants while performing.* This violation will only be issued once per performance.

Game Day Format Violation – 1.0

- Skills or elements that do not meet the additional skill restrictions for a Game Day Performance. Examples include:
 - Exceeding 3 consecutive 8-counts of incorporation during the fight song.
 - Stunting outside the allotted restrictions
 - NFHS/USA Cheer approved stunts/pyramids/tumbling that is not allowed during a Game Day Routine
 - Incorrect Situational Sideline response including calling a general sideline
- General and Specific Safety Deduction can still be given in the Game Day Divisions.

General Safety Violation – 2.0

- When skills are performed illegally, however the skill itself is legal.

Examples include:

- Knee Drops, where weight is not braced prior to going to knees.
- Tumbling/Building in a Non-Tumbling/Non-Building Division
- Not having correct spots to perform skills
- Performance Errors

Specific Safety Violation – 3.0

- When a skill is not performed in a legal manner.

Examples include:

- Performing skills that DO NOT follow the Nebraska Limited Stunting Rules (www.usacheer.org/nebraska)