



# DEDUCTION SCORE SHEET GUIDELINES

## INFRACTIONS EXPLANATION

This information is provided to allow coaches and/or choreographers to learn Cheer Ltd's scoring guidelines and be prepared prior to coming to our competitive events. Having a fair and educated expectation will make the competition experience a better one all around for all participants and coaches.

### General - 2 points per occurrence

For All Star cheer teams, any rule or guideline that falls within general categories included but not limited to props, apparel, accessories, jewelry, braces/casts, spotters, drops, and starting positions. For scholastic, recreation, collegiate and dance teams, most deductions pertaining to the safety rules will fall within this category.

### Level - 5 points per occurrence

Any rule or guideline pertaining to a level and its skill limitations including but not limited to standing tumbling, running tumbling, stunts, pyramids, releases, inversions, tosses, and dismounts.

### Divisional - 10 points per occurrence

Any rule or guideline pertaining to a division including but not limited to number of competitors, males/females, age/grade, and crossovers.

| DIVISION                                 | RULE SET  |
|--|---|
| <b>Intermediate Recreation</b>           | Cheer Ltd Intermediate Rec Rules                    |
| <b>Advanced Recreation</b>               | NFHS Spirit Rules                                   |
| <b>Junior High/Middle School</b>         | NFHS Spirit Rules w/ AACCA Recommended Restrictions |
| <b>Freshman, Junior Varsity, Varsity</b> | NFHS Spirit Rules                                   |
| <b>Collegiate</b>                        | AACCA College Rules                                 |
| <b>All Star</b>                          | USASF Cheer Rules                                   |
| <b>Dance</b>                             | USASF Dance Rules                                   |

### Interruption of Performance - 10 points per occurrence maximum penalty

Restart due to failure of equipment, coach error with music, or injury; routine is clocked over time due to an interruption. The Event Director and Deduction Judges will decide penalty based on the Cheer Ltd's Competition Guidelines and the situational factors.

### Choreography - 10 points per occurrence maximum penalty

Including but not limited to inappropriate moves/gestures/words, vulgar or suggestive music, any choreography not age and/or audience appropriate according to the Judging Panel and/or Event Director.

### Timing - 1 point per second after a 10-second grace period up to a maximum of 10 points per performance

Timing begins at the first choreographed move, word, or beat of music. Timing ends at the last choreographed move, word, or beat of music. Entrances, exits off the performance floor, choreographed chants off the floor, dismounts after the end of the choreographed cheer or beat of music are not counted in the time.

### Sportsmanship - 25 points per occurrence maximum penalty

Any participant, coach, parent, and/or spectator displaying unsportsmanlike conduct during the Cheer Ltd., Inc event will be assessed an tournament foul and appropriate points will be deducted. If placement and awards have been presented, the Event Director and Cheer Ltd Administration will determine whether it is justified to recalculate standings and issue new awards.

### Routine Falls - .5 - 2.0 points per occurrence

- |                 |  |                     |  |                     |   |
|-----------------|--|---------------------|--|---------------------|---|
| <b>.5 point</b> | <ul style="list-style-type: none"> <li>♦ Unchoreographed drops out of tumbling to the mat</li> <li>♦ Incomplete stunt / portion of stunt sequence</li> <li>♦ Incomplete / early / late dismount from stunt</li> <li>♦ 1 stunt mistake in a pyramid</li> <li>♦ Major timing error during stunt</li> </ul> | <b>1-1.5 points</b> | <ul style="list-style-type: none"> <li>♦ Fall from stunt to the ground</li> <li>♦ 1 stunt in a pyramid drops to the ground, then rebuilds</li> </ul> | <b>1.5-2 points</b> | <ul style="list-style-type: none"> <li>♦ Incomplete pyramid where 1 or more stunt(s) fall to the floor</li> </ul> |
|-----------------|--|---------------------|--|---------------------|---|

\*Does NOT include: bobbles, off balance, hands touch down on airborne tumbling, incomplete twist in stunt/dismount, foot/hand/knee touch down on stunt dismount, performance errors not included in above.