

SCORING SYSTEM

DEDUCTIONS



ATHLETE FALL – 1.0 PT (PER OCCURRENCE)

DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> Hand or hands down in tumbling or jump skills Knee or knees down in tumbling or jump skills Incomplete tumbling twist(s) <ul style="list-style-type: none"> The landing position of the athlete's feet will be used to determine completion 	<ul style="list-style-type: none"> An athlete that trips while walking during a transition

MAJOR ATHLETE FALL – 2.0 PT (PER OCCURRENCE)

MULTIPLE BODY PARTS DROP TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> Hands & knees, seat & hands etc. 	<ul style="list-style-type: none"> An athlete that trips while walking during a transition

BUILDING BOBBLE – 2.0 PT (PER OCCURRENCE)

BUILDING SKILLS THAT ALMOST DROP BUT ARE SAVED

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> Lowering of a stunt from extended position to prep level (not timing issue) Base or spotter drops to the performance surface during a building skill Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill Pyramid skills that would fall without the bracer or bracer's support Feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot). Hand(s) of the top person come in contact with the performance surface during a cradle/prone Drops to the performance surface from a nugget, thigh stand and/or waist level stunt on to their feet (not timing issues) 	<ul style="list-style-type: none"> Drop in body position by top person Excessive movement by bases when the top person remains in alignment and/or there is no change in stunt height Balance check by top person An omitted skill Timing issues

BUILDING FALL – 3.0 PT (PER OCCURRENCE)

DROPS FROM A BUILDING SKILL OR TRANSITION

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> Drops to a cradle / load in / prone position etc. Single based (unassisted or assisted) stunts that drop to the performance surface with assistance from base and/or spotter(s) 	<ul style="list-style-type: none"> Lowering of a stunt from extended position to prep level

MAJOR BUILDING FALL – 4.0 PT (PER OCCURRENCE)

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON AND/OR BASE(S)/SPOTTER(S)

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> Multiple bases and/or spotters drop to the performance surface Top person lands on base and/or spotter who drops to the performance surface Single based (unassisted or assisted) stunts where the top person lands on performance surface without assistance from base and/or spotter(s) 	<ul style="list-style-type: none"> Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)

SCORING SYSTEM

DEDUCTIONS



LEGALITY INFRACTIONS – 4.0 PT

DEDUCTION FOR EACH OCCURRENCE

TIME LIMIT VIOLATIONS – 1.0 PT

DEDUCTION PER SECOND OVER TIME

- For example, time limit deductions begin at 2:31.00 if routine time limit is 2:30.00.

BOUNDARY VIOLATIONS – 1.0 PT

DEDUCTION FOR EACH OCCURRENCE

- An occurrence is defined as BOTH feet off the 42' by 54' performance surface AND any immediate adjacent safety border.
- Clarification: An athlete must have at least one foot touching the performing surface and/or adjacent safety border to be considered inbounds.

WORLDS ATHLETE/COACH/OWNER BEHAVIOR

Teams may be assessed a 1.0, 2.0 or 3.0 point penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior. The amount of the penalty will be determined by the competition officials.

Athletes/Coaches/Owners/Parents of teams at The Cheerleading Worlds are expected to exhibit the utmost of sportsmanship, respect, and support throughout the entire event.

There are increasing concerns that a high standard of “decorum” is not being followed consistently by all teams in the performance venue at performance time, and by some gym members/fans viewing the routine.

It will be assumed that any athlete who is not able to maintain a standing position needs medical attention and will be treated as such.

To address these concerns the Cheerleading Worlds will follow the policies written below:

- A.** When teams are introduced, they are expected to take the floor within a 30 second window and assume the starting position for their routine. At the conclusion of the routine, competitors are expected to exit the performance floor immediately, again within a 30 second window of time.
- B.** From the time the team is announced the protocol to entering and leaving the competition floor is expected to reflect a “team” environment.
- C.** Actions that exhibit excessive boasting, a delay in competition, poor sportsmanship, unprofessional behavior, etc. may be penalized for by event judges. These actions may include, but are not limited to things such as:
 - 1.** Taunting another team. Taunting may be defined as the use of baiting or taunting acts of words that engender ill will between teams.
 - 2.** An athlete calling unnecessary attention to her/himself (i.e., excessive amounts of high 5's, chest bumps, etc.)
 - 3.** Excessive pre or post competition team rituals (team bonding traditions must take place behind the stage area)
 - 4.** Displays of public affection
 - 5.** Running the perimeter of the performance floor (like a “victory” lap)
 - 6.** Stepping outside of the floor bounds to approach coaching staff, crowd members and/or other members of the audience
 - 7.** Excessive celebration (i.e., athletes wrapping their legs around coaches and/or each other, victory dances, etc.). Any prolonged, excessive, or premeditated celebration by individual athletes or a group of athletes while on the competition floor.
 - 8.** Coaching staff, parents, fans and/or other members of the performing gym taking the performance floor before, during or after a performance (unless in direct response to an obvious athlete injury). The only people allowed on the performance floor are the competitors and competition personnel.
 - 9.** Athletes collapsing to the floor following a performance when an injury does not seem apparent.