



CHEER CANADA

DEDUCTION SYSTEM – SCHOOL

All deductions may include, but are not limited to the examples below.

ROUTINE INFRACTIONS (POINT DEDUCTION)

ATHLETE BOBBLES - 0.25 EXAMPLES:

- Hands down in tumbling
- Knees down in tumbling or jumps
- Incomplete tumbling twist(s)

ATHLETE FALL - 0.5 EXAMPLES:

- Multiple body parts down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

BUILDING BOBBLES - 0.5 EXAMPLES:

- Stunts, tosses and pyramids that almost drop or fall but are saved, this includes excessive movement of building skill. Movement is defined as "excessive" if it meets any two or more of the following criteria:
 - Movement up or down
 - Lateral movement
 - Movement forward or backward
 - Visible instability in building skill
- Blatant incomplete twisting cradles/tosses (landing on stomach, etc.)
- Knee or hand touching ground during cradle, toss or dismount
- **Controlled** cradling/catching, dismounting or bringing down a stunt or pyramid early (not timing issues)

BUILDING FALLS - 2.0 EXAMPLES:

- **Uncontrolled** cradling/catching, dismounting or bringing down a stunt or pyramid early (not timing issues)
- Base falling to the performance surface during a cradle, toss or dismount

MAJOR BUILDING FALLS - 3.0 EXAMPLES:

- Falls from individual stunt, pyramid or toss to the ground (top person lands on the ground)

MAXIMUM BUILDING DEDUCTION - 4.0

- 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 4 points.

RULE VIOLATIONS

TIME LIMIT VIOLATIONS - 3.0

- Teams that exceed their division time limit will be assessed this penalty.
- Skills performed after time limit may not be assessed.

SAFETY VIOLATIONS

- - 2.0 Tumbling skills performed out of level (or in non-tumbling division) and General Safety Guidelines will be issued a 2.0 deduction.
- - 4.0 Building skills performed out of level will be issued a 4.0 deduction.
- Skills performed out of level will not be counted towards difficulty

BOUNDARY VIOLATIONS - 0.5

- Both feet off of the 42' by 54' performance surface and any immediate adjacent safety border. Stepping on/past the white tape is not a violation.

IMAGE POLICY - 1.0

- Inappropriate choreography, uniform and/or music, as well as violations that break the image policy will be issued a 1 point deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION - 5.0

When an individual is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 5.0 deduction and removal of the individual or disqualification. Includes (*but not limited to*) the following:

- Inappropriate and deliberate physical contact between athletes during the event; abuse of equipment or any items associated with the event
- Using language or a gesture that is obscene, offensive, or insulting; using language or gestures that offend race, religion, color, descent or national or ethnic origin
- Failing to perform a routine (includes not performing full-out when re-running a routine)
- Excessive appealing at score check (if available); showing dissent towards scoring official decision by word or action; threat of assault to an event representative
- Public criticism of an event related incident or event official

PROPS - 1.0 / -0.5 (Issued only once per performance)

- Props (signs, etc.) that are made of solid material or have sharp edges/corners released from a top person to the ground: -1.0
- Persons on the ground throwing hard props (signs, megas, etc.). Breaking of the wrist or if the arm extends away from the body: -0.5

GAME DAY FORMAT VIOLATION - 2.0

- 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
 - Stunts/pyramids/toss/tumbling that are not allowed during a Game Day Routine