



# DEDUCTION SYSTEM - ALLSTAR

Deductions can be assessed prior to, during or after a performance for each occurrence  
Deductions may include, but are not limited to, the examples below:

## ROUTINE INFRACTIONS (POINT DEDUCTION)

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### ATHLETE FALL (AF) - 1.0

EXAMPLES:

- Hand(s) down in tumbling
- Knee(s) down in tumbling or jumps
- Incomplete tumbling twist(s)

### MAJOR ATHLETE FALL (MAF) - 2.0

EXAMPLES:

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

### BUILDING BOBBLE (BB) - 2.0

EXAMPLES:

- Stunts, tosses and pyramids that almost drop/fall but are saved; this also 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
  - Movement forward or backward
  - Lateral movement
  - Visible instability in building skill
- Blatant incomplete twisting cradles/tosses (landing on stomach, etc.)
- Knee or hand touching ground during cradle/catch, toss or dismount
- **Controlled** cradling/catching, dismounting or bringing down a stunt or pyramid early (not a timing issue)

### BUILDING FALL (BF) - 3.0

EXAMPLES:

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

### MAJOR BUILDING FALL (MBF) - 4.0

EXAMPLES:

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

### BOUNDARY VIOLATIONS (OUT) - 1.0

- 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.

## SAFETY / RULE VIOLATIONS

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### TIME LIMIT VIOLATION - 1.0 (PER SECOND OVER TIME)

- Teams that exceed their division time limit will be assessed this penalty. Deduction begins at 1 second over the time limit.
- Skills performed after time limit will not be considered for difficulty

### LEGALITY INFRACTION - 4.0

- Safety violation for levels 1 to 6: skill not allowed in level 6
- Safety violation for level 7: skill not allowed in level 7
- Skills incurring a legality infraction will not be counted towards difficulty

### SKILL PERFORMED OUT OF LEVEL - 1.0

- Skill out of level (levels 1 to 5) but the skill is legal in level 6
- Skills performed out of level will not be counted towards difficulty

### IMAGE POLICY - 2.0

- Inappropriate choreography, uniform and/or music, as well as violations that break the image policy will be issued a 2 point deduction.

### UNSPORTSMANLIKE CONDUCT - 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
- Any other violation of the Cheer Canada and/or PSO Code of Conduct/Ethics policy