

ROUTINE INFRACTIONS

ATHLETE FALL - .25

- Drops to the performance surface during tumbling and/or jump skills

Other Examples:

- Hand, hands or head down in tumbling or jump skills
- Knee or knees down in tumbling or jump skills

BUILDING FALL - .75

- Drops to a cradle, uncontrolled dismounting and/or uncontrolled lowering of a building skill (not timing issues)

Other examples:

- Base or spotter drops to the performance surface during a building skill
- Top person shifts weight and/or alignment onto base or spotter during a building skill

MAJOR BUILDING FALL - 1.25

- Drops to the performance surface from a stunt, pyramid or toss by the top person and/or the bases/spotters

Other examples:

- Top person drops to the performance surface
- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface

MAXIMUM - 1.75

- When multiple deductions should be assessed during a stunt or toss (by a single group) or during a pyramid transition, then the sum of those deductions will not be greater than 1.75.

USASF RULE VIOLATIONS

For additional clarification on Advanced SPIRIT's Safety infraction process see page 2 of the deduction system.

BOUNDARY VIOLATIONS - .25

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

TIME LIMIT VIOLATIONS - .25

Teams that exceed 2:30 will be subject to the following deduction:

- 1 or more seconds over time will result in a .25 deduction

The routine time limit is 2:30. Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.

SAFETY VIOLATIONS

- **.50** - Tumbling skills performed out of level and General Safety Guidelines will be issued a .50 deduction.
- **1.0** - Building skills performed out of level will be issued a 1.0 deduction.

IMAGE POLICY - .25

Inappropriate choreography and/or music, as well as violations that break the image policy will be issued a .25 deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION - 1.0

When a coach 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 1.0 deduction and removal of coach or disqualification.



2017 - 2018 SAFETY DEDUCTION PROCESS

Advanced SPIRIT’s protocol for assessing either; warnings, minor deduction or “full” deduction is listed below. The safety judge will be instructed to follow these procedures if and when a safety deduction is warranted. Please be aware the USASF safety judge is required to submit all findings to the USASF post event. Safety violations (including warnings) will be tracked by the USASF to either follow up with a program when necessary and to further the education of the industry as a whole.

NOTE: Legality rulings of a same skill at a prior Advanced Spirit event, WILL affect the ruling at the event today. Example: If a team receives a “warning” for the minority of stunts performing an illegal skill at one event and then returns to a future Advanced SPIRIT event and performs that same skill illegal again, a Minor deduction will be assessed.

Safety Infractions

BOUNDARY VIOLATIONS = 0.25 points

The performance surface is defined as the 42’ x 54’ competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A 0.25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

TIME LIMIT VIOLATIONS = 0.25 point

The routine time limit is listed below. Judges will use a stop watch or similar device to measure the official time. Acknowledging the point of variance caused by human reaction, speed, and sound; judges will not issue a 1.0 point deduction until their stopwatch/clock shows a time that exceeds the maximum time limit by 3 seconds.

CHEER: All Star/Performance & Traditional Recreation/School/Collegiate: 2:30
All Star Prep: 2:00

WARNING = 0.0 point

* If less than a majority of groups (up to 50%) perform a building skill illegally.

(There must be a legal version being performed simultaneously for comparison.)

(In pyramids, “majority” is defined by the number of groups performing the illegal skill not the total number of groups in the pyramid.)

- * If a team has submitted USASF legally approved video of the skill performed the same way at competition but the skill is now illegal.
- * If a team has submitted USASF legally approved video of the skill performed the same way at competition but the USASF video ruling is incorrect.
- * The skill performed is unclear for the judge

Teams that receive a warning at a competition, need to take the time to fix the skill and make it legal prior to their next competition for the safety of the athletes.

MINOR DEDUCTION = 0.50 point

- * Illegal Tumbling Skill
- * General Safety Violation
- * Image Policy (*Cheer only*)
- * Appropriate Choreography & Music
- * Advanced SPIRIT General Guidelines
- * Coach/athlete not on team performs/assists a building/tumbling skill
- * *For multi-performance competitions: If an illegal building skill is warned during the first performance, and all groups are not fixed during performance 2, then a minor deduction will be assessed.*
- * *For future brand competitions: If a team is given a warning at a competition and less than a majority of groups perform the same skill illegally at a later competition, the team will receive a minor deduction.*

DEDUCTION = 1.0 point

- * If a majority of groups (more than 50%) perform a building skill illegally.
- * If only one group performs a building skill and it is illegal. (*There is no legal version being performed for a comparison.*)
- * Time Limit Violation

# of Groups/Pairs performing skill	1	2	3	4	5	6	7	8	9	10	11
Minority (50% or less) <i>Warning assessed</i>	N/A	1	1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5
Majority (more than 50%) <i>Deduction assessed</i>	1	2	2-3	3-4	3-5	4-6	4-7	5-8	5-9	6-10	6-11

UNSPORTSMANLIKE CONDUCT = 1.0 points

Unsportsmanlike behavior may include, but is not limited to: the use of any type of profanity; approaching or taunting fans, parents, cheerleaders, dancers, coaches, event officials, Advanced spirit staff members, and or judges in a manner that does not show mutual respect and cooperation. Any display of unsportsmanlike behavior by any team member, coach, or team representative, as well as teams who do not remove themselves in a timely manner from the warm-up area/floor when their assigned time has elapsed will receive a deduction. Continuation of unprofessional behavior from a coach could result in removal from the competition or disqualification.