



DEDUCTION SYSTEM – SCHOLASTIC & ABILITIES

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)

ATHLETE FALL (AF) - 0.25

EXAMPLES:

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

MAJOR ATHLETE FALL (MAF) - 0.5

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) - 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/catch, toss or dismount
- **Controlled** cradling/catching, dismounting or bringing down a stunt or pyramid early (not timing issues)

BUILDING FALL (BF) - 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/catch, toss or dismount

MAJOR BUILDING FALL (MBF) - 3.0

EXAMPLES:

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

BOUNDARY VIOLATIONS (OUT) - 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.

SAFETY / RULE VIOLATIONS

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

SAFETY VIOLATIONS – 1.0

- Skills performed out of level and General Safety Guidelines will be issued a 1.0 deduction.
- Skills that break safety or level rules 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 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
- Any other violation of the Cheer Canada and/or PSO Code of Conduct/Ethics policy

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, megs, 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