



SUFFOLK COUNTY DEDUCTION EXPLANATION

*The following deductions may only be issued one time per performance; however, all others may be received multiple times with no max: Props, Unsportsmanlike Behavior, Excessive Celebration /Team Introductions.

DEDUCTION	POINTS
INDIVIDUAL ATHLETE DEDUCTIONS	
Athlete Minor Fall(s)	0.25
Examples include hands/knees down on tumbling, jumps or other skills	
Athlete Major Fall(s)	0.5
Examples include landing on head, shoulders, or back during tumbling, jumps or other skills	
BUILDING DEDUCTIONS	
Building Bobble	0.5
Stunts, tosses or pyramids that almost drop or fall; excessive movement of bases; dropping of extended stunt to prep level; stunts that drop but at least one supported foot remains at prep level- excludes minor and major falls below; stunts that come down but do not meet the Minor or building deductions *This would not include dropping of a body position or skills that are not attempted.	
Building Minor Fall	2
Dropping to a load in, cradle, prone or flat back; top becomes weight bearing on the spot or falls on middle layer of a college pyramid; base or spot landing on the ground; controlled lowering of a fallen top person; stunts that drop and support is below prep level (Both feet in a 2 foot stunt or the foot of support in a 1 foot stunt); incomplete twisting tosses (side or prone landings)	
Building Major Fall	3
Dropping to a compromising position (positions not listed in building minor fall); Uncontrolled lowering of a falling top person; Multiple bases/spotters landing on the ground; Incomplete flipping tosses; Tosses that do not land in a cradled position (upright or inverted landings).	
Pyramid Fall	4
2 or more connected stunts falling; 2 or more top persons/middle layers falling. During a pyramid, building bobbles, minor falls, and major falls will be used until a single pyramid receives 4.0 in deductions. Once the pyramid has received 4.0 or more points in deductions, the Pyramid Fall deduction will be used. If multiple pyramids are built at the same time, each pyramid is treated separately.	
Out of Bounds	0.5
One entire hand, foot, or body part is completely outside of the performance surface.	
*PROPS	1



SUFFOLK COUNTY DEDUCTION EXPLANATION

*The following deductions may only be issued one time per performance; however, all others may be received multiple times with no max: Props, Unsportsmanlike Behavior, Excessive Celebration /Team Introductions.

DEDUCTION	POINTS
Props (signs, etc.) that are made of solid material or have sharp edges/corners released from a top person to the ground.	
*PROPS	0.5
Persons on the ground throwing hard props (signs, megas, etc.) Breaking of the wrist if the arm extends away from the body.	
*UNSPORTSMANLIKE BEHAVIOR	1
When a coach is in a discussion with an official, other coaches, athletes, or parents/spectators, they must maintain professional conduct. Increased behavior could result in removal or disqualification.	
*EXCESSIVE CELEBRATION/TEAM INTRODUCTIONS	1
Introductions (organized entrances, chants, spell outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals and traditions need to take place prior to entering the mat. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures (chest bumps, hands, handshakes, etc.). Teams should refrain from any type of excessive celebration following the team's performance (team huddles, alternates/coaches entering the competition floor, and/or falling to the ground following the performance).	
TIME LIMITS	1, 3, 5
Timing will begin with the first movement, voice, or note of the music, whichever comes first. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction. (1 point deduction for 1 – 5 seconds over, (3) point deduction for 6-10 seconds over and (5) point deduction for 11 seconds and over.	
NFHS Spirit Rules MINOR VIOLATION	0.5
RULE 2 – General Risk Management – GENERAL and/or RULE 3, Section 1 – CHEER (Cheerleading Apparel/Accessories).	
NFHS GENERAL SAFETY VIOLATION	2
When skills are performed illegally, however the skill itself is legal. Examples include: Braced flip where one of the bracers happens to fall during the flip, incorrect spotter grips on single base style stunts, performance errors.	
NFHS SPECIFIC SAFETY VIOLATION	5
When a skill is not performed in a legal manner, illegal skills. Examples include: Braced flipping pyramid with only 7 people or a bracer in a shoulder sit, release transitions landing inverted, pancakes from an extended position, single base stunts without a spotter and double twisting tosses or release dismounts.	