



# NYS Deductions 2023 - 2025

## Both Competitive and Game Day

### Competitive Timing

**2:30 Maximum/30 Sec Cheer Minimum** - Timing will begin with the first movement, voice or note of the music, whichever comes first. Teams may start in a load position or choreographed position before timing begins. The timing will end when the music ends or the team is done chanting. If teams end in stunts, the timing stops but can still receive applicable deductions. Judges will not issue a deduction until 2:34 for the full routine and less than 29 seconds for the cheer.

- **Cheer Minimum (-5.0)**
- **Overall Routine 4 - 5 seconds over (-1.0)**
- **Overall Routine 6 seconds or more over (-2.0)**

### Game Day Timing

**3:00 Maximum** - Game Day timing will not include the team spiring, rallying, jumping, kicking, or tumbling prior to the start of the routine. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended. Judges will not issue a deduction until 3:04 for the full routine.

- **Overall Routine 4 - 5 seconds over (-1.0)**
- **Overall Routine 6 seconds or more over (-2.0)**

### Performance Error (2.0)

NFHS rules violations that were not choreographed into the routine. Performance error skills are still counted toward difficulty and execution scoring. Cited per occurrence.

### Apparel/Jewelry & Prop Violations (0.5)

- Cited per occurrence
- Additional NYS Hair Rule: Shoulder length and beyond hair must be secured back during Competition.
  - Added to clarify that the expectation for hair applies to all participants on the floor, not just those performing skills.

### Choreographed Violations (3.0)

Any NFHS rule violation that was choreographed into the routine. Choreographed Violation skills do NOT count towards difficulty and execution scoring.

*\*If it is not clear whether it is a choreographed Violation or Performance error (such as when there is a single stunt group) then the official will err on the side of the athlete and give a performance error.*



### **Out of Bounds (0.5)**

One entire hand, foot or body part is completely outside of the performance Surface. Assessed per occurrence.

### **Athlete Bobble (0.25)**

- Landing on hands during tumbling or jumps.
- Tumbling in/out of a stunt transition

### **Athlete Fall (0.5)**

- Landing on head, shoulders, back or other compromising positions during tumbling or jumps
- Drops from airborne tumbling skills to knees

### **Building Bobble (0.25)**

- Stunts, tosses, or pyramids that almost drop or fall.
- Excessive movement of the bases.
- Dropping from below prep level skill.
- Dropping from an extended or prep level skill where at least one foot of support is at/above prep level.
- Dropping from an extended/prep level to a level where at least one foot of support is below prep level.
- Top person incorrectly becomes weight bearing on the bracer(s) of a pyramid (would fall if bracer was not in contact)
- Foot/feet/hand/hands coming in contact with the performance surface during a cradle/prone.

### **Minor Building Fall (1.0)**

Drops and/or Controlled lowering from a building skill or transition during a stunt or pyramid:

- Lowering/Dropping from prep, extended or level in between to a load in, cradle, prone or flat back position.
- Top person incorrectly becomes weight bearing on a spotter.
- Base or spot landing on the performance surface anytime during a stunt, transition, or dismount.
- Dismounts - Incomplete twisting that lands in a prone (on stomach) position.

### **Major Building Fall (2.0)**

Drops to the performance surface from a stunt, pyramid or toss by the top person or more than 1 base and/or spotter. Uncontrolled lowering or drops to a compromising position not listed under building fall.

Major Building Fall will include:

#### **Stunts/Pyramids**

- Lowering of a falling top person to the performance surface.
- Dropping to a load in, cradle, prone/flatback position or compromising positions with the top's head going toward the performing surface.



- Multiple bases/spotters or a top landing on the performance surface.

#### **Dismounts/Tosses**

- Dismounts that land in upright (feet down) or inverted (head down) position.
- Tosses that land in prone (on stomach), upright (feet down) or inverted (head down) position.

### **Pyramid Collapse (3.0)**

- Building bobbles and falls will be used until a single pyramid has received 3.0 in deductions. Once the pyramid has received 3.0 or more points in deductions, the Pyramid Collapse deduction will be used.
- When multiple pyramids are built at the same time, each pyramid will be treated separately.
- If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid.
- Once a pyramid is rebuilt and shows stability, additional deductions can be given.

## **Game Day Only**

### **Game Day Format Violations (1.0 per occurrence)**

- Skills that do not meet the additional skill restrictions for a Game Day Performance:
  - Tosses (basket, sponge, or elevator) are NOT allowed.
  - Inversions are NOT allowed.
  - Twisting Released Dismounts are NOT allowed.
  - Single leg stunts are limited to liberties and liberty hitches.
  - Running Tumbling is NOT allowed.
  - Standing Tumbling is allowed. Connected tumbling skills are NOT allowed and a back tuck is the most elite tumbling skill allowed. Examples: Standing full is not allowed. Rippled Single Back Handsprings would be allowed. Jump tumble (single skill) would be allowed.
  - Tumbling during the Band Chant.
- Stunting outside the allotted restrictions (Band Chant, before a routine begins and in between sections)
- The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song.
- Exceeding 3 consecutive 8-counts of incorporation during the fight song
  - Building Skills that are stationary prior to the end of the 3rd 8-count may remain stationary until the end of the routine.
  - Dismounts following the completion of the routine will not be included for timing purposes.
- Incorrect Situational Sideline response including calling a general sideline.