

DEDUCTIONS AND VIOLATIONS

PERFORMANCE & SPIRIT

TAPPS RESERVES THE RIGHT TO BE THE ARBITRATOR AND INTERPRETER OF ALL RULES COVERED IN THIS DOCUMENT

Athlete Fall .25

Drops to the performance surface DURING tumbling and/or jump skills

Includes:	Would Not Include:
<ul style="list-style-type: none"> Hand, hands, or head down during tumbling or jump skill Knee or knees down during tumbling or jump skill Tumbling into/out of a stunt 	<ul style="list-style-type: none"> An athlete that trips while walking during a transition

Building Bobble .25

Stunt/Pyramid skills that almost fall or drop but are saved

Includes:	Would Not Include:
<ul style="list-style-type: none"> Top person becomes incorrectly weight bearing on a spot/base of a stunt but is returned to stunt Lowering of a stunt to prep from extended position (not a timing issue) Weight incorrectly distributed onto bracer during a pyramid (would fall if bracer was not contact) Both feet/hands coming in contact with performance surface during a cradle/prone Incomplete twisting dismount landing in prone (stomach) 	<ul style="list-style-type: none"> An omitted skill Drop in a body position by the top person Excessive movement by the bases Minor balance checks by the top person A single hand/foot in contact with the performance surface during a cradle/prone Coed style skill that never results in contact beyond a toss grip (omitted coed style skill)

Building Fall .75

Drops from a building skill or transition during a stunt or pyramid

Includes:	Would Not Include:
<ul style="list-style-type: none"> Drops to a cradle position Drops to a prone position Drops to a load position Drops that include a controlled lowering below prep level that is not an obvious timing issue Base or spotter drops to performance surface during building skill anytime during a stunt, transition, or dismount Coed style skills that result in contact with feet or shoulders prior to returning feet to ground 	<ul style="list-style-type: none"> Lowering of a stunt from extended position to a prep level position Stunts that almost fall but are saved and returned to a stunting position All other items listed in the building bobble or major building fall sections

Maximum 1.75

When multiple deductions should be assessed during a stunt or toss (by single group) or during a pyramid skill, then the sum of those deductions will not be greater than 1.75. During pyramids where a fall continues to affect other portions of the pyramid, the deduction will not exceed 1.75. Two separate pyramids will result in separate deductions. The MAX deduction for a pyramid will not exceed 3.5.

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Safety Violation 1.0

1. Specific NFHS Safety Violation and/or building skills performed out of division/level.
2. General NFHS Safety Violation and/ or tumbling skills performed out of division/level.
3. This will also include errors/violations that may result because of a fall such as a bracer in a pyramid which would result in a .5 deduction.

Props Violation .5

Props violations fall under the general safety violation and will be deducted 1 time per routine if the violation is for the same bullet listed below.

Multiple bullets would result in multiple violations.

- Props are allowed to be placed off the performance surface by someone who remains inside the performance surface.
- A hard prop with yielding edges released from a top person to the ground.
- A prop is thrown by a person on the ground with intent to travel.
- Tumbling not allowed by NFHS with props in hands.

Boundary Violation .25

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface. A .25 deduction will be assessed per occurrence for an athlete that is completely out of bounds with both or any combination of these body parts: 2 feet, 2 hands, or any part of the seat or torso outside the competition boundary.

Time Limit Violations .25/ 1.0

Teams that exceed division time limits are subject to the following deduction: 1-5 seconds over time will result in a .25 deduction. 6 or more seconds over time will result in a 1.0 deduction. Routines that exceed the time limit run a risk of being assessed a deduction. Judges will use a stopwatch 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 3 seconds over the time limit.

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Division: _____

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Athlete Fall		x .25	
Building Bobble		x .25	
Building Fall		x .75	
Major Building Fall		x 1.25	
Maximum Deduction		x 1.75	
Safety Violation Minor		X .5	
Safety Violation		x 1.0	
Boundary Violation		x .25	
Time Violation		x .25/sec (1-5 sec)	
Time Violation MAX		x 1.0 (6+ sec)	
Prop Deduction		x .5	
TOTAL DEDUCTION POINTS =			

Skills Key:

ST Standing Tumbling
RT Running Tumbling
S Stunt
P Pyramid
T Toss

Point Values Key:

AF- Athlete Fall
BB- Building Bobble
BF- Building Fall
MBF- Major Building Fall
MD- Maximum Deduction
SVM- Safety Violation Minor
SV- Safety Violation
BV- Boundary Violation
TV- Time Violation
TVM- Time Violation Max
PD- Prop Deduction