



ROUTINE REQUIREMENTS SCORING DEDUCTIONS

PERFORMANCE ROUTINE REQUIREMENTS

- A. Each team will perform a choreographed routine not to exceed 2 minutes and 30 seconds (150 seconds) with the exception to All Star Prep teams whose routine may not exceed 2 minutes (120 seconds).
- B. School and Rec teams, up to 2 minutes and 30 seconds may be performed to music as long as there is a cheer section. No voice-overs or words may be recorded to make the team's vocal projection sound louder. SCA recommends up to 1 minute and 30 seconds of the routine may be performed to music, however it may have music in its entirety.
- C. Organized, formal entrances that involve organized cheers or run-ons with jumps, tumbling, or stunts are not permitted. Cheerleaders should enter the performance area in a timely fashion.
- D. Timing will begin with the first organized word, movement, or note of music by the team after they are officially announced and have taken the floor. Cheerleaders must have at least one foot on the performing surface when the routine starts.
- E. Timing will end with the last organized word, movement, or note of music by the team. Teams must exit the performance area immediately following the routine.
- F. Teams should utilize all areas of their squad's technical strength in jumps, tumbling, partner stunts, pyramids, motion technique, projection and expression, choreography, showmanship, and dance.
- G. Team names will be called twice: once as the team on deck and once as the next team to perform.
- H. Routines must be appropriate for family viewing. Any vulgar or suggestive movements, words, or music will result in a score deduction. No tear-away uniforms or removal of clothing is allowed.

SCA SCORING PROCESS (universal scoring system)

SCA Championships will follow the Universal Scoring system. The scoring system is on a 100 point scale. All point deductions and/or penalties will be deducted from the subtotal to get the FINAL SCORE.

ROUTINE INFRACTIONS

ATHLETE FALL - 0.25

Examples:

- Hand(s) down in tumbling or jumps
- Knee(s) down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

BUILDING FALL - 0.75

Examples:

- Uncontrolled cradling, dismounting, or lowering a building skill (not timing issues)
- Base or spotter falling to the floor during a building skill

MAJOR BUILDING FALL – 1.25

Examples:

- Falls from individual stunt, pyramid, or toss to the floor (top person lands on floor or multiple bases/spotter land on floor)

MAXIMUM – 1.75

When multiple deductions should be assessed during an individual stunt or toss (by a single group), or during a pyramid collapse, then the sum of those deductions will not be greater than 1.0

***Bobbles, balance checks and controlled timing errors will be reflected in technique scores.

***SCA reserves the right to be the arbitrator and interpreter of all rules covered in this document.**



RULES/REQUIREMENTS/SCORING/DEDUCTIONS

USASF RULE VIOLATIONS

BOUNDARY VIOLATIONS – 0.25

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 – 2.0

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

- 1 or more seconds over time will result in a 2.0 deduction

The routine time limit is 2:30. Routines that exceed this time limit will 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 – 1.0-2.0

- 1.0 – Tumbling, General Safety, Image Policy and all other violations will be issued a 1.0 deduction
- 2.0 – Building skills performed out of level will be assessed a 2.0 deduction.

UNIFORM MIDRIFF DEDUCTION – 1.0

SCA follows the NFHS ruling that states: “when standing at attention, apparel must cover the midriff.” If a school or recreational team is found to be in violation of this rule, the team will receive a 1.0 off the final score.

UNSPORTSMANLIKE CONDUCT DEDUCTION – 4.0

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 may result in a 4.0 deduction, removal of coach, or disqualification.

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