



Updated 08/17/2026

2026 - 2027 TOP SELECT DEDUCTIONS

FOUNDATIONS, ADVANCED, ELITE

Deductions	Point Penalty	Description Included but NOT limited to
Athlete Fall	-0.25	• Drops to the performance floor during tumbling, and/or jump skills. • Hand, both hands, knee, both knees, or head hitting the performance floor while performing a tumbling or jump skill or tumbling transition in and/or out of a building skill.
Building Fall	-0.75	• Flyer falls from a stunt onto a base or spotter and does not hit the floor and does not maintain control - also includes falling into a cradle or a base falling during any portion of the stunt. • Base/Spotter Falls to the ground. • Athletes that fall as they are being set out of cradle/stunt transition
Major Building Fall	-1.25	• Flyer falls from a stunt and flyer hits the ground in an unsafe manner. (including hands on the floor during prone catches, feet on the floor during cradles) • Flyer falls onto the base/spotter and the base/spotter hits the ground. <i>*Stunts that pop off due to safety do not constitute a Major Building Fall.</i> <i>*Athletes that fall as they are being set out of a cradle are not considered major building falls.</i>
Out of Bounds	-0.25	Both feet off of the performance surface. Performance surface includes any borders attached to the performance floor.

Legalities	Point Penalty	Description Included but NOT limited to
Tumbling / General Rule	-0.10	• General rule or tumbling violation
Minor Building	-0.10	• Building Skill Violation - Less than 50% of the groups perform a skill that is illegal for that level. • Early release or late connection for required bracer in pyramids.
Major Building	-0.25	• Building Skill Violation - 50% or more of the groups perform a skill that is illegal for that level.
Building Safety Concern	-0.50	• If a skill is missing the required number of athletes to perform the skill legally. (Not having enough catchers on released flips in pyramids, not having the number of required catchers for a cradle, etc.) • If a skill is performed illegally and appears to be inherently dangerous and/or unsafe- regardless of the number of building groups. • All Level Rules

Time Limit Violation	Over Time Limit 1-5 Seconds = -0.05	Over Time Limit 6+ Seconds = -0.1
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