



# DCCA Safety Deduction Sheet



Organization/Team Name:			
Division:			
<b>Boundary Violations:</b> -Out of bounds includes stepping, with both feet, Completely off the performance mat and borders. Stepping on or just past the white tape is NOT a boundary violation)	# of	0.25 each	
<b>Athlete Fall:</b> -Hand(s) down in tumbling or jumps -Knee(s) down in tumbling or jumps -Drops to the floor during individual skills (tumbling, jumps, etc)	# of	0.25 each	
<b>Building Fall:</b> -Uncontrolled cradling, dismounting, or lowering a building skill (not timing issues) -Base of spotter falling to the floor during a building skill	# of	0.75 each	
<b>Major Building Fall:</b> -Falls from individual stunt, pyramid, or toss to the floor (top person or multiple bases/spotters land on floor) <b>Maximum Deduction</b> – When multiple deductions should be assessed during an individual stunt or toss (by a single group) or during a pyramid collapse, the sum of those deductions will not be greater than 1.75	# of	1.25 each	
<b>Time Limit Violations:</b> 1 or more seconds over time will result in a 0.25 deduction  -Routine time limit is 2:30 (2:00 for All Star Prep/1:15 for Game Day.) Routines that exceed this time limit run the risk of being assessed a deduction. 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 (2:03 for AS Prep/1:18 for Game Day)		0.25	
<b>Major Safety Violation</b> - <b>Building Skills</b> performed out of level or in violation of NFHS Spirit Rulebook will be issued a 1.00 point deduction. - <b>All Other Skills</b> performed out of level or in violation of NFHS Spirit Rulebook or other General Safety Guidelines will be issued a 0.5 deduction	# of	1.00 each	
	# of	0.50 each	
<b>Unsportsmanlike Conduct</b> -When a coach is in discussion with an official, other coaches, athletes, or parents/spectators they must maintain proper professional conduct. Failing to do so may result in a 1.0 deduction, removal of coach, or disqualification	# of	1.0 each	
<b>Dance Deductions:</b> - <b>Minor</b> – missed trick; dropped prop; any other minor dance deduction - <b>Major</b> – fall from leap, jump, kick, or partner work; any other major dance deduction	# of	1.0 each	
	# of	2.0 each	
<b>TOTAL DEDUCTIONS</b>			

Judge's Notes: