

2017 STUNT Handbook



COLLEGE
STUNT
ASSOCIATION

<http://www.usacheer.net>

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What is STUNT?

STUNT is an exciting and growing athletic sport derived from the athletic skills most often seen in cheerleading. A sport in its own right, STUNT has its own unique events, competition format and scoring system. Athletes can be recruited from a variety of sources including the more than one million traditional school based cheerleaders, non-school cheerleaders known as "all-star", and athletes with a background in acrobatics or gymnastics. A team consists of up to 36 athletes that can have various body types and abilities similar to other sports.

In STUNT, teams participate in "games" made up of four quarters of play; 1) Partner Stunts, 2) Pyramids & Tosses, 3) Group Jumps & Tumbling, and 4) Team Performance. During each quarter, teams perform routines of varying levels of difficulty to demonstrate their technical execution and synchronization at each level. The first three quarters consist of four (4) rounds per quarter, with the team in control of possession determining which routine will be performed. The fourth quarter (Team Performance) will consist of three (3) rounds. Teams will perform these routines head-to-head simultaneously against their opposing team on opposite sides of the performance floor just as the first three quarters. The team in control of possession will determine which routine will be performed in each round.

STUNT routines are developed and published at the beginning of each year by the USA Cheer STUNT Competition Committee, which determines the type and quantity of skills, as well as the number of athletes to be involved in each routine.

STUNT games involve two teams competing head-to-head. A typical game between two teams will take approximately 1 hour. Multiple games ("meets") can be played during a morning, afternoon, or evening session utilizing one performance floor and facility. "Tournaments" can be scheduled in round robin, single elimination, or double elimination format.

Similar to other sports in which various athletes compete in certain positions, there are positions associated with STUNT referred to as bases, tops, back spots, and tumblers. Through this diversity, and STUNT's competition format of routines with varying levels of difficulty, advantages exist nationally to recruit athletes from a wide array of skill levels and experience.

In addition to the benefit of games being hosted on college and university campuses, there is also an existing infrastructure of similar competitive events ideally suited to support STUNT's competition requirements. Many of the needed elements such as suitable facility space, competition floor matting, bleacher seating, qualified officials, and ancillary staffing needs are already in place. Additionally, exposure of STUNT via these other similar competitive events helps promote the sport and its athletes to tens of thousands of potential participants.

I. General STUNT Information

A. Recommended Team Personnel

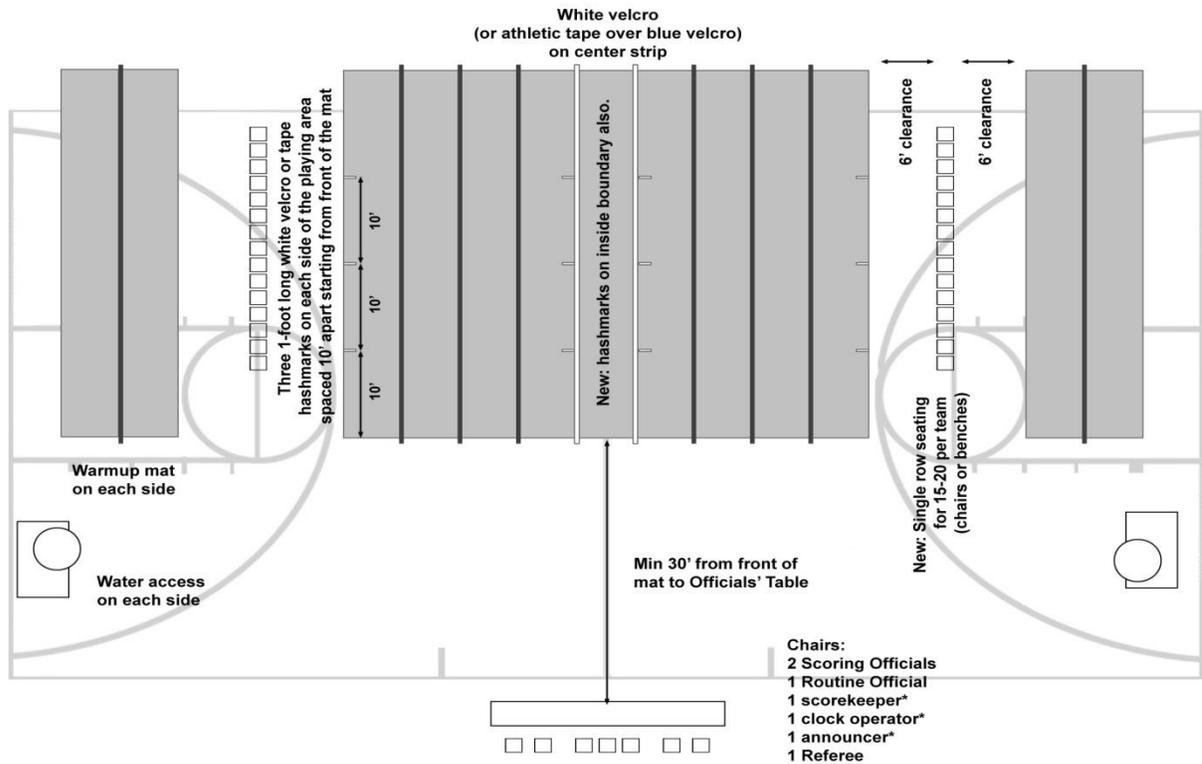
- One head coach, up to three assistants.
- Maximum of 16 athletes for game play, with a maximum of 36 on a team roster.

B. Season/Postseason

- Spring sport season beginning play in February.
- Teams compete in nationally diverse regions.
- The participating teams in STUNT are required to attend at least three regular season games/tournaments to qualify for the National Championship tournament. That will increase to a minimum of twelve regular season games/tournaments once established as a varsity sport fielded under a school's Athletic Department.
- National rankings are determined by each team's win-loss record, strength of schedule, and a coach/official's poll.
- Postseason play: Top-ranking teams by division as well as "at-large" teams are invited to the National Championship tournament.

C. Field of Play

- 54 ft x 42 ft area consisting of nine non-spring, carpet bonded, foam mat panels with a minimum 1-3/8 in. thickness, referred to as a competition floor. Each mat panel, 6 ft x 42 ft in size, will be connected along its seams using a 4 in. wide Velcro strip.
- On each side of the mat will be seating for teams and two mat panels for team warm-ups. Seating may be chairs or benches in a single row between the competition floor and warm-up mats. Team benches may not be positioned where they obstruct the view between the officials and the competition floor.



D. Equipment:

- Competition floor and 4 additional mat panels for team practice area
- Scoreboard
- Audio and public address sound system
- Team benches – single row of 15-20 chairs on both sides of the performance mat
- Necessary tables and chairs for staff
- 2 Water stations

E. Event staffing:

The hosting team or event producer will provide the following:

- A minimum of two Scoring Officials
- A minimum of one Routine Official (may alternate as a Scoring Official)
- One game Referee
- Scoreboard operator
- Music/audio operator
- Announcer
- Appropriate medical personnel (EMT, medical doctor and/or certified athletic trainer)

F. Home/Visitor Team Assignments:

- Home teams will always be assigned to the bench on the Scoring Officials left side of the performance mat.
- Home teams will always call the opening coin toss for first possession of a game.
- The Host team will always be designated as the Home team when playing at their facility, and occupy the Home bench.
- In the event that two teams are playing, and neither are the Host team, then Home/Visitor assignments will be determined as follows by the Referee:
 1. Based on previous game bench assignments (Example: Visitor of previous game would remain Visitor for the following game on the same bench), or
 2. A coin toss between the two opposing coaches with the team traveling the furthest to the event site calling the coin toss. Winner is assigned the Home bench.

G. Quarter Routines:

1st Quarter – Partner Stunts

- 6 possible routines with Routine #1 being the easiest, and Routine #6 the hardest
- Each routine has 9 complete “8” counts of partner stunt skills
- As the routines become increasingly difficult, the fewer athletes are required. (Example: Routine #2 requires 12 athletes; Routine #3 requires only 8 athletes)
- The winning team receives 1 point; the losing team receives 0 points; 1 point is awarded to each team in the case of a tie.

2nd Quarter – Pyramids & Tosses

- 6 possible routines with Routine #1 being the easiest, and Routine #6 the hardest
- Each routine has 9 complete “8” counts of pyramid and basket toss skills
- Each routine utilizes up to 16 athletes
- The winning team receives 1 point; the losing team receives 0 points; 1 point is awarded to each team in the case of a tie.

3rd Quarter – Group Jumps & Tumbling

- 6 possible routines with Routine #1 being the easiest, and Routine #6 the hardest
- Each routine has 9 complete “8” counts of group jumps and tumbling skills
- Each routine utilizes 7 athletes
- The winning team receives 1 point; the losing team receives 0 points; 1 point is awarded to each team in the case of a tie.

4th Quarter – Team Performance

- Three (3) rounds of competition

- Teams will select three (3) of six (6) pre-choreographed routines by USA Cheer
- Each routine will consist of a combination of three (3) previous routines from the earlier quarters
- Each 4th quarter routine will consist of routines from all the same level (i.e. Routines 1, 1, 1, Routines 2, 2, 2, etc.)
- Each 4th quarter routine will be continuous with players taking and leaving the floor as necessary.
- One (1) point will be awarded to the team with the least deductions in EACH section of the 4th quarter routine. In the case of a tie, each team will be awarded one (1) point for that section. Each team may score from 0-3 points per round of this quarter. Example: Team A wins section 1 & 2, and Team B wins section 3, Team A will be awarded 2 points and Team B is awarded 1 point for that round.

II. STUNT Glossary

Challenge: Whereby a coach may request a review of the previous round's scoring results. **See Section V for more information regarding Challenges.**

Completion of a Round: Each round in a quarter is considered to be completed once the round is scored and announced.

Game: Head-to-head competition between two teams, consisting of four quarters with a halftime in between the second and third quarters.

Forfeit: The act of a team choosing to surrender their right to perform the called routine in a round of a quarter. **See Section IV:C for information regarding forfeits.**

Halftime: Ten minute break between the 2nd and 3rd quarters of a game.

Head-to-Head: Two teams performing the same routine simultaneously on opposite sides of the mat.

Meet: When three (3) or more teams are competing during the same event in the same venue on the same day, but not to determine a single winning team of the event.

Mercy Rule: When a game has become out of reach by the losing team with mathematically no possibility to tie or win the game, the coach of the losing team may concede defeat to the winning team and stop the game at that point.

Neutral Zone: The center mat or buffer area between teams performing head-to-head. The neutral zone is occupied by the Referee and is designated by 4" wide white Velcro strips separating the zone from the adjacent mat panels.

Overtime: The period that occurs if there is a tie score between two teams at the end of regulation play of a game. **See Section IV:H and IV:D for overtime information.**

Possession: The team having control of determining the routine to be performed in the following round. **See Section IV:B for information regarding possession.**

Practice Mats: Two (2) mat panels, each 6' x 42' in size, available to teams for warm-up areas in proximity to their team bench.

Quarter Break: Two minute breaks between the 1st and 2nd quarters, as well as the 3rd and 4th quarters of play.

Quarter: Each of the four (4) skill and components of a game. Each quarter consists of the following diverse components: 1st Quarter - Partner Stunts, 2nd Quarter - Pyramids & Tosses, 3rd Quarter - Group Jumps & Tumbling, and 4th Quarter – Team Performance.

Referee: The game official positioned on the competition floor that controls the flow of the game and enforces the rules of the sport.

Roster: List of athletes and coaches on the official STUNT team representing a college or university. A roster may have a maximum of 30 athletes and 2 coaches.

Round: A period of time in which the team with possession determines which of the 6 pre-set routines to be performed, both teams then perform the called routine, Scoring Officials rank the teams, and rankings are announced. There are four rounds in each of Quarters 1, 2 and 3. The 4th quarter, Team Performance, will consist of three (3) rounds.

Routine: Predetermined skill sequences of progressive levels of difficulty set to music. Routines are choreographed and published by USA Cheer STUNT Competition Committee. There are six available routines in each of the first three quarters, four routines for regular season 4th quarter, and six routines for Championship 4th quarter.

Routine Call: Decision of the team with possession as to which routine will be performed in a particular round.

Routine Official: The official responsible for tracking each routine for timing, formation and other general implementation errors.

Scoring Official: The game officials responsible for scoring each performance and determining how points are awarded throughout a game.

Team: The entire team of athletes representing an institution. Each institution may have a maximum of 36 athletes on the STUNT team.

Team Performance: The 4th quarter routines selected by each team consisting of 3 routines from the previous quarters performed continuously to music. Each level of a 4th quarter routine consists of the same level routines from all three previous quarters (i.e. Stunts Routine #1, Pyramids/Tosses Routine #1, Tumbling/Jumps Routine #1). The teams will select three (3) of the set of 4th quarter routines based on possession.

Tie: A tie occurs when two teams receive the same overall round ranking from the Scoring Officials or when the total game score is the same for both teams. **See Section IV:D for information regarding ties.**

Timeout: A one minute break during the game in which play stops, signaled by a player or coach and called by the Referee. **See Section IV:A for information regarding timeouts.**

Tournament: When three (3) or more teams are playing each other on the same day in the same venue to determine an overall winner of that event.

III. The Game Timeline

A. Pregame

- **Team Warm-up:** Prior to the game, each team will have fifteen minutes on the performance area competition floor to warm up skills. Teams may continue to warm-up on their practice mats as needed.
- **Team Introductions:** The announcer will introduce the visiting team(s) followed by the home team.
- **Coin Toss for Possession:** The initial possession for any game or tournament is determined prior to the start of play through a coin toss by the head coach, team captains, administered by the Referee. The home team will call the coin toss to determine initial possession.
- **National Anthem**

B. 1st Quarter: Partner Stunts

- The team that wins the pre-game toss for possession will determine the routine to be performed for the first round of the quarter. For the remaining rounds, the team who wins the preceding round gains possession and determines the next routine to be performed.
- In each round of the quarter, teams will perform the chosen routine head-to-head.
- Teams will have 20 seconds to take the floor in their designated positions. At the Referee's whistle, the routine's music will begin. Following the routine's end, teams have 10 seconds to clear the floor and return to their benches.
- Following each round, the Scoring Officials will declare a winner according to which team best executed the routine. The winning team receives 1 point and the other team receives 0 points. In the case of a tie, both teams are awarded 1 point. If a team is unable to perform and forfeits a round, they would receive no points for that round, but the performing team must successfully execute the called routine to earn the 1 point.

C. Quarter Break

- There will be a two-minute quarter break between the 1st and 2nd quarters.

D. Second Quarter: Pyramids & Tosses

- The team with the lowest game score will have 1st possession and determine the routine to be performed for the first round of the second quarter. For the remaining rounds, the team who wins the preceding round gains possession and determines the next routine to be performed. In the event of a tie score at the quarter break, possession alternates from the team that had possession during the previous round.
- In each round of the quarter, teams will perform the chosen routine head-to-head with the opposing team.
- Following each round, the Scoring Officials will declare a winner according to which team best executed the routine. The winning team receives 1 point and the other team receives 0 points. In the case of a tie, both teams are awarded 1 point. If a team is unable to perform and forfeits a round, they would receive no points for that round, but the performing team must successfully execute the called routine to earn the 1 point.

E. Halftime

- There will be a ten-minute halftime break between the 2nd and 3rd quarters.

F. Third Quarter: Group Jumps & Tumbling

- The team with the lowest game score will have possession and determine the 1st routine to be performed for the first round of the third quarter. For the remaining rounds, the team who wins the preceding round gains possession and determines the next routine to be performed. In the event of a tie score at the quarter break, possession alternates from the team that had possession during the previous round.
- In each round of the quarter, teams will perform the chosen routine head-to-head with the opposing team.
- Following each round, the Scoring Officials will declare a winner according to which team best executed the routine. The winning team receives 1 point and the other team receives 0 points. In the case of a tie, both teams are awarded 1 point. If a team is unable to perform and forfeits a round, they would receive no points for that round, but the performing team must successfully execute the called routine to earn the 1 point.

G. Fourth Quarter: Team Performance

- There are three (3) rounds of competition in the 4th quarter.
- The team with the lowest game score will have possession and determine the 1st routine to be performed for the first round of the 4th quarter. For the final round, the team who wins the preceding round gains possession and determines the next routine to be performed. In the event of a tie score at the quarter break, possession alternates from the team that had possession during the previous round.
- Teams will select between three (3) of six (6) pre-choreographed routines by USA Cheer. Each routine will consist of a combination of three (3) previous routines from the earlier quarters.
- Each 4th quarter routine will consist of routines from all the same level (i.e. Routines 1, 1, 1, Routines 2, 2, 2, etc.). These routines will be continuous with players entering and leaving the floor as necessary.
- One (1) point will be awarded to the team with the least deductions in EACH section of the 4th quarter routine. In the case of a tie, each team will be awarded one (1) point for that section. Each team may score from 0-3 points per round of this quarter. Example: Team A wins section 1 & 2, and Team B wins section 3, Team A will be awarded 2 points and Team B is awarded 1 point for that round.
- All competition material will follow the College STUNT Safety Rules published by AACCA.

H. Final Score

- Points are awarded and announced at the conclusion of each quarter with the game total being shown on the scoreboard. The game winner will be determined by the team that has accumulated the most total points for the game.
- In the event of a tie at the conclusion of regulation, sudden death overtime will determine the winner of the game. **See section V:D for more information regarding overtime.**

IV. Elements of the STUNT Game

A . Timeouts

- Each team will have three (3) sixty second timeouts per game. Timeouts must be signaled by the coach or team member prior to the whistle start of play.
- Timeouts are signaled by displaying the hands in a "T" figuration.
- During timeouts all teams may utilize their warm-up area.
- In the event of overtime, both teams will be awarded one (1) timeout per six (6) rounds. Teams with remaining timeouts will not be allowed to carry those over to overtime.

B . Possession

- **Initial Possession:** The initial possession for any game or tournament is determined prior to the start of play through a coin toss by the head coach, team captains (4 max), administered by the Referee. The home team will call the coin toss to determine initial possession.
- **Start of Quarters:** Possession for the 1st round in each of the remaining 2nd, 3rd, and 4th quarters is given to the team with the lowest overall game score at the end of the preceding quarter. In the event of a tie score at the quarter break, possession alternates from the team that had possession during the previous round.
- **Second - Fourth Rounds of Each Quarter:** In the second - fourth rounds of each quarter, the team that wins the previous round gains possession for the following round. In the event of a tie, the team that did not have possession in the round where the tie occurred will have possession for the following round. (See IV:D for ties) ***Exception: A team that forfeits the first, second or third round of a quarter gains default possession for the next round of that quarter.***

C. Forfeits

- If a team forfeits a round, that team gains default possession for the following round. (Exception: The first round of each quarter 2-4 is awarded to the team with the lowest score regardless of forfeits during the previous round)
- The team that called the routine will still have to perform the routine in its entirety to be awarded points.
- The Scoring Officials will determine if the team performed the routine at a level of execution that warrants giving the full number of points for winning the round. Points will be awarded based on the following:

- Quarters 1-3: 0-1 Major Deductions = 1 point
- Quarter 4: 0-1 Major Deductions per section = 1 point per section (3 points max.)
- More than 1 major deduction in either section will result in zero points.
- If the team with possession is unable to perform any of the remaining routines in a given quarter, then they must forfeit possession to the opposing team. Should the opposing team also be unable to perform any of the remaining routines, then both teams forfeit the remaining rounds for the quarter and receive 0 points for the round(s) forfeited. Possession would resume as normal for the start of the next quarter based on the total score at that point.
- Should BOTH teams forfeit a round, then possession alternates from the last team with possession. (Exception: The first round of each quarter 2-4 is awarded to the team with the lowest score regardless of forfeits during the previous round)

D. Ties

- **Ties within a round:** If the Scoring Officials feel that both teams perform a called routine at a similar level of execution, then the Scoring Officials may award a tie for the round.
 - A tie will be signaled by the Head Scoring Official and Referee using both arms to indicate that both teams won the round.
 - Both teams receive 1 point. In 4th quarter, both teams may receive 0-3 points.
 - Possession for the subsequent round is given to the team that did not have possession in the round in which they tied.
 - The first round of each quarters 2-4, possession is awarded to the team with the lowest score regardless of forfeits or ties during the previous round.
- **Ties in total game score:** If the game score is tied at the beginning of quarters 2-4, possession then alternates from the team that had last possession of the previous round of the previous quarter.
- **Tie in total game score at the end of the game:** If there is a tie for total game score at the end of the 4th quarter, a playoff will commence.
 - A coin toss will determine the first possession of overtime. The visiting team will call the coin toss to determine initial possession.
 - The winner of the coin toss will determine the quarter for the 1st round in the playoff. (Quarters 1-4 are eligible for the playoff period)
 - Routine 1 of the quarter called by the coin toss winner will be performed by both teams. The judges will rank the performances.
 - If still a tie, possession will alternate between the two teams. Routine 2 in the chosen quarter will be performed by both teams and judges will give rankings.
 - The process continues until there is a clear winner.
 - **Should a game reach a 4th overtime, then play defaults to all 4th quarter routines until a winner is determined.**

E. Technical Fouls

If in the opinion of the Referee, a coach/player is displaying conduct that is not representative of USA Cheer and the College STUNT Association, the Referee may give the coach/player a verbal warning. A subsequent instance or continuous behavior in the same instance following this warning will result in a technical foul and the addition of one (1) point to the opposing team. A third instance or continuous behavior following a technical foul will result in the addition of one (1) point to the opposing team, and the ejection of the guilty coach/player from the game. A coach/player who is ejected from a game must remove her or himself from the entire venue. All ejections will be reviewed by the CSA officials committee for possible further action which may include future game suspensions or disqualification from post-season play.

V. Scoring

A. Quarters 1 – 3:

At the beginning of the season, 6 routines that progressively increase in difficulty are choreographed for each of the first three quarters. All teams learn the routines as choreographed by USA Cheer. During a STUNT game, the team with possession determines the routine to be performed by both teams head to head on the competition floor. The two Scoring Officials each rank the teams based on how well the routine is executed. This will repeat for four rounds in each of these quarters.

The Scoring Officials rank the teams by keeping track of the number of execution errors that have occurred and the severity of those errors. For example, a minor deduction (marked as a slash "/") would be assessed for a slight balance error or a timing error between athletes or groups that doesn't result in a fall. A major deduction (marked as an "X") can be an altered skill, omitted skill, or a fall. A double major deduction (XX) would be assessed for multiple falls or the collapse of a pyramid. Each type of error and the appropriate deduction are covered in the coaches' and Officials' training programs. Two minor errors are the equivalent of one major error.

Once teams have completed a routine, the Scoring Officials each total the number of deductions and determine a winner. Teams may tie if the number of deductions is equal and the routines are performed with a similar level of technique.

B. Sample scoring

Team: <i>Central</i> Notes: <i>11XX1</i> (7) <i>(3 minor errors, 2 major errors)</i> <i>each minor counts as 1, each major counts as 2. Total of 7 deductions</i>	Rank: <i>2</i>	Rank: <i>1</i>	Team: <i>State</i> Notes: <i>X11</i> (4) <i>(1 major error, 2 minor errors)</i> <i>total of 4 deductions</i>
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In the event that a team cannot perform the called routine (due to injury, ability level, etc.) that team forfeits the round and will receive 0 points. The team with possession must perform the called routine in order to earn points for that round. The point(s) awarded will be determined by the Scoring Officials based on the performing team's execution of the

routine. The performing team will be awarded 1 point if the routine has 0-1 major deductions. Two (2) or more major deductions will result in 0 points being awarded to the performing team.

- 0-1 Major Deductions = 1 point
- 2+ Major Deductions = 0 points

C. Quarter 4:

The fourth quarter consists of the team performance where teams perform a continuous combination of previous routines in quarters 1-3. USA Cheer will create six (6) routines for the teams to select from during the regular season, but only three (3) rounds will be played. These combinations will be choreographed to music, and will require athletes to enter and leave the floor at times during the performance. Each 4th quarter routine will contain one routine from each of the previous quarters, and each will be of the same difficulty level. (i.e. Routines 1, 1, 1; Routines 2, 2, 2; etc.) Routines are evaluated in the same way as in the previous quarter, with the higher points being awarded to the team with the fewest execution errors. One (1) point will be awarded to the team with the least deductions in EACH section of the 4th quarter routine. In the case of a tie, each team will be awarded one (1) point for that section. Each team may score from 0-3 points per round of this quarter. Example: Team A wins section 1 & 2, and Team B wins section 3, Team A will be awarded 2 points and Team B is awarded 1 point for that round..

In the event that a team cannot perform the called routine (due to injury, ability level, etc.) that team forfeits the round and will receive 0 points. The team with possession must perform the called routine in order to earn points for the round. The point(s) awarded will be determined by the Scoring Officials based on the performing team's execution of the routine. In the 4th quarter, the performing team may earn up to three (3) points. The team will be awarded one (1) point per section if that section has one or less major deductions. Two (2) or more major deductions per section will result in 0 points being awarded to the performing team for that section. A total of 3 points can be awarded.

- 0-1 Major Deductions per section = 1 point per section (max. 3 points)
- 2+ Major Deductions per section = 0 points

D. Challenge:

Whereby a coach may request a review of the previous round's scoring results. Each team is only allowed one (1) challenge per game as long as they have at least one timeout remaining. The challenge may only be requested prior to the whistle to begin play of the next round following the round to be reviewed. **The ONLY elements that can be challenged are 1. Skill execution & technique; 2. Counts; 3. Skill modifications.** Should the challenge result in the previous score being upheld, the team loses their challenge and a timeout. Should the score be changed, then the challenging team will retain their timeout but their one challenge is now used for the remainder of the game. In the event of overtime play, each team is awarded one (1) challenge as long as they have a timeout remaining. **NOTE: Challenges are only available when video replay is being used by the Officials and not video from other sources.**

E. Final Scores:

The final scores are determined by the combined scores from each of the four quarters. The winner is the team with the most points at the end of the game.

F. Mercy Rule:

When a game has become out of reach by the losing team with mathematically no possibility to tie or win the game, the coach of the losing team may concede defeat to the winning team and stop the game at that point. Should both coaches wish to continue play, the game will not be stopped.

VI. Interruption of Performance Rule

A. Injury

The Referee, Scoring Officials or Head Coach has the right to stop a performance due to an obvious injury. Should an injury occur and the performance be stopped during a routine in quarters 1-3, the team will be scored based on what was performed with automatic deductions for what was not performed. Should an injury occur during a team's 4th Quarter Team Performance, then that team will be awarded a 5 minute adjustment period. During that time, the team must implement a substitution or make any necessary adjustments to their Team Performance (the injured athlete[s] may not return). The team will then be given the option of 1) performing their Team Performance again in its entirety with the scoring resuming from the point of the injury or 2) not performing again and only being scored on what was performed prior to the interruption.

B. Music

- a. In all quarters, if there is a music malfunction (included but not limited to skipping or stopping) the squads should stop the routine at a SAFE point (once a skill or series of skills has completed). The referee will also step in at a safe/appropriate time to blow the whistle and signal for the routines to stop.
- b. Both teams will re-set after the issue has been resolved and perform the routine again from the beginning.
- c. The routines will be evaluated from the beginning with ANY execution errors from the previous attempt carrying over to this performance.
- d. EX: Team A has no errors and Team B has 2 minor errors when the music stops. After the issue is resolved, both teams will perform the routine from the beginning and Team A will begin with no errors and Team B will begin with 2 minor errors.
- e. Should one team stop at an appropriate time and the other team continues to counts, the above set of rules will still apply. Both teams will perform the routine again in its entirety.

VII. Boundary / Formation Violations

A. Boundary Violations

Each boundary violation will result in a minor deduction being charged to the team committing the violation. A boundary violation is defined as a performing athlete touching any part of the area outside their designated performance area. Touching the white lines bordering the center "neutral" area does not constitute a boundary violation, however touching any part of the neutral area inside the white lines will result in a boundary violation if detected by the judges.

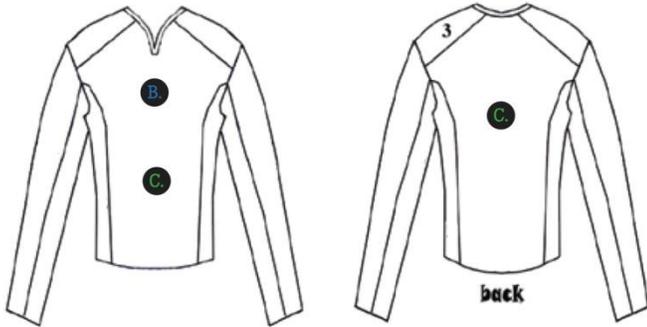
B. Formation Violations

- a. All routines must begin with both teams set and aligned in formations designated by the training videos and outlines.
- b. Teams out of formation for the start of a routine will receive a **MINOR** deduction.
- c. During performances, hash marks are used for reference points only, and no deductions will be charged for variations in reference to hash marks.

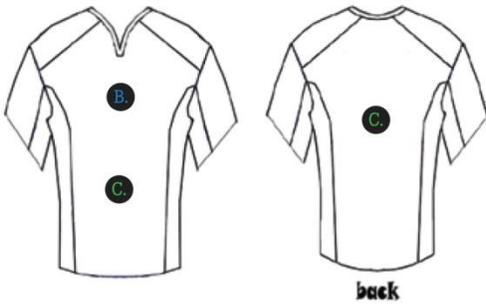
VIII. Uniform Specifications

The following uniform specifications are strongly recommended, but not required for play at this time. Adhering to these uniform specifications will help ensure that teams are in compliance once they transition to being a requirement.

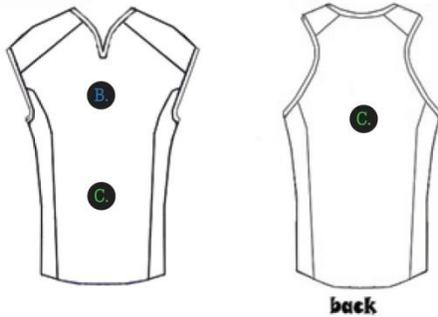
A. Long Sleeve



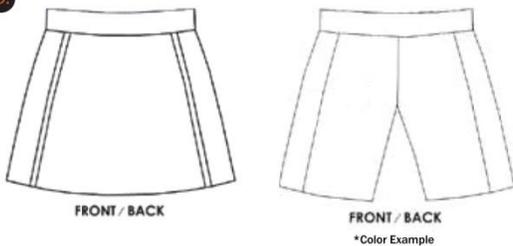
A. Short Sleeve



A. Sleeveless



D.



A. JERSEY

1. All players on a team shall wear jerseys of the same color and design.
2. Jersey may be either sleeveless, short sleeve, or long sleeve.
3. Jersey shall be primarily light color for home competition and primarily dark for away competition.
4. Side inserts may be contrasting school colors.

B. SCHOOL IDENTIFICATION

1. All jerseys shall have an identifying name, abbreviation, official school logo, or mascot.
2. School identification must be visible.

C. NUMBERS

1. Numbers shall be placed on the front and the back of the jersey.
2. Numbers on the front of the jersey shall be a minimum of 4 inches in height and visible.
3. Numbers on the back of the jersey shall be a minimum of 6 inches in height, and visible.
4. Duplicate numbers are not permitted to be worn by members of the same team.
5. A team's roster may include a 0 or a 00, but not both.
6. Numbers shall be a color that contrasts with the jersey color, and may be bordered by no more than ½ inch border of any color(s).

D. SHORTS/SKIRT

1. All players on a team shall wear shorts/skirt of the same color and design.

E. MANUFACTURER'S LOGO INFORMATION

1. A visible manufacturer's logo/trademark may not exceed 1 square inch and 1 inch in any direction on either the shirt and/or the shorts/skirt. There may not be more than one manufacturer's logo/trademark on the outside of each item.