

## MIDDLE SCHOOL 2<sup>nd</sup> CHEER/ROUND 3

### SAFETY JUDGES RECORD VIOLATIONS AND PENALTIES

The following paragraphs describe the violations and penalties that safety judges will be responsible to view during the 2<sup>nd</sup> Cheer/Round 3, then record on the Safety Judges Penalty Sheet. Each paragraph is placed in the order in which it appears on the Safety Judges Penalty Sheet.

#### 22 POINT VIOLATION

##### **INCORRECT NUMBER OF COMPETITORS (1)**

If an incorrect number of competitors (less than four or more than 16) perform in the 2<sup>nd</sup> Cheer/Round 3, it is a 22-point penalty.

#### 6-12 POINT VIOLATIONS

##### **COMPETITOR/TIME INFRACTIONS (2, 3 & 4)**

A routine that is not completed with the last team member off the mat within the maximum time limit allotted each round will receive the following penalty per time infraction: 1 second to 5 seconds over the time limit – six (6) points will be deducted from the score of that round. If the time infraction is 6 seconds or more beyond the maximum time limit, the team will receive a 12-point deduction from their score in that round. See page 13 for timing a routine. If the four (4) person differential is exceeded between the two rounds of competition, a 10 point penalty will be assessed.

#### 2-POINT VIOLATIONS

##### **MAT VIOLATION/EXIT OFF MAT (5)**

Stepping off the mat or any body part that touches the floor off the competition mat during a performance, will be given a 2-point deduction from the total points earned in the round each time the infraction occurs. If more than one (1) person steps off the mat at the same time, it is a 2-point deduction. If competitors step off the mat at different times during the routine, it is a 2-point deduction each time someone steps off or touches the floor off the mat. Stepping off the front of the mat when exiting is also a mat violation per competitor.

##### **DETACHED HAIR CONTROL DEVICES, EYE GLASSES, SHOE, ETC. (6)**

Legal hair devices worn during competition must remain secure. See page 13 for legal hair control/adornment devices. Safety judges will assess a 2-point penalty when any object falls to or hits the mat in an area where it is stepped on or causes a safety hazard during a routine.

##### **ILLEGAL TEAM ENTRANCE (7)**

While entering onto the competition mat, vocal and arm movements only are allowed. A team that enters the competition mat performing kicks, jumps or tumbling will receive a 2-point penalty.

##### **COACHING AREA VIOLATIONS (8)**

A coaching area will be designated by the host management for coaches during their team's performance. No more than three (3) coaches are allowed in the coaching area during a performance. Student coaches are allowed if they are with the head coach. A 2-point penalty will be assessed for an excessive number of coaches or non-coaches in the coaches' area.

#### 4-POINT VIOLATIONS

##### **DELAY OF MEET (9)**

A 4-point penalty will be assessed anytime a team does not approach the mat after receiving a second call from the announcer.

##### **ILLEGAL UNIFORM, HAIR OR HAIR DEVICE: UNCOVERED BRACE/SUPPORT: BADGES/BUTTONS, GUM, JEWELRY, SAFETY PIN, GLITTER, UNSAFE FINGERNAILS (10)**

Four (4) points will be deducted from the total points earned in the round each time the infraction occurs. Examples of miscellaneous violations include: gum chewing, glitter, hair violation, wearing jewelry, wearing badges or buttons during competition. If more than one competitor is wearing jewelry, it is a 4-point deduction. However, if one (1) competitor has glitter on her body and another competitor has a hair violation, eight (8) points will be deducted in the round of competition. See pages 13-14 for further information.

##### **NON-COMPETITIVE TEAM MEMBERS VIOLATION (11)**

Non-competitive team members who sit near the competition mat and perform vocals (other than crowd response) throughout their team's performance will receive a 4-point penalty.

##### **DIFFICULTY, VARIETY, CHOREOGRAPHY POINTS NOT PROVIDED WITH ROUTINE DESCRIPTION (12)**

When the coach submits the team's 2<sup>nd</sup> Cheer/Round 3 Description, the difficulty, variety points and choreography must be included numerically. A 4-point penalty will be assessed for not providing difficulty, variety points and choreography expected to be earned in the round.

##### **INCORRECT ROUTINE DESCRIPTION – IMPROPER SEQUENCE (13)**

Four points will be deducted if a coach submits a complete Round 3 Routine Description Form and the performance does not match the routine described in substance and sequence. (See case plays).

#### 8-POINT VIOLATIONS

##### **TEAM MEMBER UNSAFE CONTACT (14)**

Safety judges will be responsible to recognize and take the appropriate 8-point deduction when team members make inappropriate unsafe contact with each other when executing gymnastic skills, tumbling, jumps and stunts.

##### **FOUR (4) FORMATIONS NOT PERFORMED (15)**

Safety judges are responsible to count the number of floor formations each team performs in 2<sup>nd</sup> Cheer/Round 3. 2<sup>nd</sup> Cheer/Round 3 requires at least four (4) formations. If the minimum number of formations is not performed, an 8-point penalty will be assessed by the safety judges.

##### **COLLAPSED TUMBLING/GYMNASTIC SKILL OR JUMP/STUNT FALL (16)**

When a team member attempts to perform a tumbling or jump skill and it appears very unsafe or falls unsafely, or the Safety Judge feels that the safety of the competitor was compromised, an 8-point penalty will be assessed. It is not required to give this penalty when panel judges penalize 2.0 for a collapsed skill or fall.

##### **UNSPORTSMANLIKE CONDUCT (17)**

The first unsportsmanlike conduct offense by an individual will be penalized and the coach will be notified. The penalty will be an 8-point deduction. The second offense by the same coach/athlete will result in disqualification of the coach/athlete from the contest and the next day of competition disqualification procedure will apply. An MHSAA Officials Report Form must be filed.

##### **ILLEGAL SKILLS/STUNTS PERFORMED (18)**

If there is an incorrect performance of a skill/stunt per the Manual, an 8-point penalty will be assessed per infraction.

##### **INCORRECT SPOTTING TECHNIQUES OR NO SPOTTER (19)**

Illegal stunts/skills are indicated in the description of 2<sup>nd</sup> Cheer/Routine 3. This shall be the guide for judges and coaches as to what stunts/skills are or are not legal. Spotting techniques are described in the Manual and must be adhered to. It is also considered an illegal stunt when a spotter is not used when required. An 8-point penalty will be assessed from the total points earned in the round each time the infraction occurs.

##### **THREE 2.0 FALLS/COLLAPSES OCCUR (20)**

Safety judges are not responsible to determine whether a 2.0 collapsed skill occurs. Once a routine is completed, a safety judge must seek that information from the panel judges. If the panel judges agree that 3 (2.0) falls occurred, safety judges will deduct 8-points for the 3 falls on the Safety Judges Penalty Sheet.

##### **A FALL BY A FLYER RECEIVED NO ASSISTANCE (21)**

It is paramount that spotters understand their responsibility to protect the flyer when the stunt is falling apart and the flyer could sustain a neck, head or back injury. If a stunt is falling apart, the spotter(s) must attempt to touch, hold or break the fall. If there is no attempt to assist the flyer by anyone, the safety judge(s) will assess an 8-point penalty each time the infraction occurs.

##### **REQUIRED JUMP NOT PERFORMED OR NOT PERFORMED IN UNISON (22)**

The first required jump performed must be performed by all team members and must be in unison. If this does not occur, then an 8-point penalty will be assessed.

##### **ONE COMPETITOR PERFORMED WRONG JUMP (23)**

The first jump performed in 2<sup>nd</sup> Cheer/Round 3 is required to be executed by each competitor in unison. If one competitor performs a different jump, an 8-point penalty will be assessed.

#### 22-POINT VIOLATIONS

##### **JUMP NOT PERFORMED BY ALL TEAM MEMBERS (24)**

Teams are required to perform one (1) jump in 2<sup>nd</sup> Cheer/Round 3. The jump performed must be executed by each competitor in unison. If two or more competitors do not attempt the jump, a 22-point penalty will be assessed.

##### **MORE THAN ONE TEAM MEMBER PERFORMS A DIFFERENT JUMP (25)**

Teams are required to perform one (1) jump in 2<sup>nd</sup> Cheer/Round 3. The jump performed must be executed by each competitor in unison. If two or more competitors perform a different jump, a 22-point penalty will be assessed.

##### **MUSIC/PROPS/MASCOT USED (26)**

If music, props or a mascot are used in the 2<sup>nd</sup> Cheer/Round 3, it is a 22-point penalty.