

2025 - 2027 NYS Defined Deductions

Both Competitive and Game Day

Performance Error (2.0)

NFHS rules violations that were not choreographed into the routine. Performance error skills are still counted toward difficulty and execution scoring. Cited per occurrence.

Choreographed Violations (3.0)

Any NFHS rule violation that was choreographed into the routine. Choreographed Violation skills do NOT count towards difficulty and execution scoring.

**If it is not clear whether it is a choreographed Violation or Performance error (such as when there is a single stunt group) then the official will err on the side of the athlete and give a performance error.*

Apparel/Jewelry & Prop Violations (0.5)

- Cited per occurrence
- Additional NYS Hair Rule: Shoulder length and beyond hair must be secured back during Competition.
 - Added to clarify that the expectation for hair applies to all participants on the floor, not just those performing skills.

Out of Bounds (0.5)

Two hands, feet, or body parts are completely outside of the performance Surface. Assessed per occurrence. Note: All athletes must start the routine on the mat. Any athlete not on the mat at the start of the routine will receive an OOB deduction.

Athlete Bobble (0.25)

- Landing on hands during tumbling or jumps.
- Tumbling/Inversion transitions in and/or out of a building skill.
- Does NOT include:
 - An athlete that trips while walking during a transition.
 - An athlete that trips/falls following a controlled completion of a tumbling or jump skill.

Athlete Fall (0.5)

- Landing on head, shoulders, backside or other compromising positions during tumbling or jumps
- Drops from airborne tumbling or jump skills to knees
- Does NOT include:
 - Hand/hands down during tumbling or jump skill.

Building Bobble (0.25)

- Stunts, tosses, or pyramids that almost drop or fall.
- Drops to the performing surface from a thigh stand and/or waist level style stunt on to their feet (not a timing issue).
- Dropping from an extended or prep level skill where at least one foot of support is at/above prep level.
- Dropping from an extended/prep level to a level where at least one foot of support is below prep level.
- Pyramid skills that would fall without the bracer or bracer's support.
- Both feet/hands coming in contact with the performance surface during a cradle/prone.

Minor Building Fall (1.0)

Drops and/or Controlled lowering from a building skill or transition during a stunt or pyramid:

- Lowering/Dropping from prep, extended or level in between to a load in (including 1 foot on the ground), cradle, prone or flat back position.
- Lowering/dropping of stunts, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter.
- Top person incorrectly becomes weight bearing on a base or spotter.
- Base or spot landing on the performance surface anytime during a stunt, transition, or dismount.
- Dismounts - Incomplete twisting that lands in a prone (on stomach) position.

Major Building Fall (2.0)

Drops to the performance surface from a stunt, pyramid, or toss by the top person or more than 1 base and/or spotter. Uncontrolled lowering or drops to a compromising position not listed under minor building fall. Major Building Fall will include:

Stunts/Pyramids

- Top person falls to the performance surface.
- Dropping to a load in, cradle, prone/flatback position or compromising position.
- Top person falls from a stunt and lands in a compromising and unintentional head down position.
- Multiple bases/spotters or a top landing on the performance surface.
- Top person lands on a base or spotter who drops to the performance surface.

Dismounts/Tosses

- Dismounts that land in upright (feet down) or inverted (head down) position.
- Tosses that land in prone (on stomach), upright (feet down) or inverted (head down) position.



Pyramid Collapse (3.0)

- Building bobbles and falls will be used until a single pyramid has received 3.0 in deductions. Once the pyramid has received 3.0 or more points in deductions, the Pyramid Collapse deduction will be used.
- When multiple pyramids are built at the same time, each pyramid will be treated separately.
- If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid.
- Once a pyramid is rebuilt and shows stability, additional deductions can be given.

Game Day Only

Game Day Timing

3:00 Maximum - Game Day timing will not include the team spiriting, rallying, jumping, kicking, or tumbling prior to the start of the routine. Timing will begin when the Band Chant music starts. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended. Judges will not issue a time deduction until 3:04 for the full routine.

- **Overall Routine 4 - 5 seconds over (-1.0)**
- **Overall Routine 6 seconds or more over (-2.0)**

Game Day Format Violations (1.0 per bullet point per routine)

- Teams must use recorded marching band music for the Fight Song and Band Chant elements. Teams may use traditional fight song and band chant music or use songs, if they are performed by a traditional marching band. Teams must avoid the use of overly produced or highly synthesized music. Voiceovers and sound effects are not permitted.
- Skills that do not meet the additional skill restrictions for a Game Day Performance:
 - Tosses (basket, sponge, or elevator) are NOT allowed.
 - Inversions are NOT allowed.
 - Twisting Released Dismounts are NOT allowed.
 - Single leg stunts are limited to liberties and liberty hitches.
 - Running Tumbling is NOT allowed.
 - Standing Tumbling is allowed. Connected tumbling skills are NOT allowed and a back tuck is the most elite tumbling skill allowed. Examples: Standing full is not allowed. Rippled Single Back Handsprings would be allowed. Jump tumble (single skill) would be allowed.
 - Tumbling during the Band Chant.
- Stunting outside the allotted restrictions (Band Chant, before a routine begins and in between sections; excludes stunting between the Situational Sideline and Crowd Leading Cheer)
- The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song.
- Exceeding 3 consecutive 8-counts of incorporation during the fight song
 - Building Skills that are stationary prior to the end of the 3rd 8-count may remain stationary until the end of the routine.



- o Dismounts following the completion of the routine will not be included for timing purposes.

Competitive Only

Competitive Timing

2:30 Maximum/30 Sec Cheer Minimum - Timing will begin with the first movement, voice or note of the music, whichever comes first. Teams may start in a load position or choreographed position before timing begins. Initial setup (chants/poses) will not count towards the routine time. The timing will end when the music ends or the team is done chanting. If teams end in stunts, the timing stops but can still receive applicable deductions. Judges will not issue a time deduction until 2:34 for the full routine and less than 29 seconds for the cheer.

- **Cheer Minimum (-5.0)**
- **Overall Routine 4 - 5 seconds over (-1.0)**
- **Overall Routine 6 seconds or more over (-2.0)**

Competitive Cheerleading Classification Requirements

This document is a resource for sections/leagues that decide to implement the State Championship Classification Requirements throughout the season.

Class Definitions

- Class A: > 1025
- Class B: 555 – 1024
- Class C: 250 – 554
- Class D: < 249
- COED

Team Size Requirements

- **Class A & B:** Utilize 3 stunt groups (min), at some point in the routine, and a maximum number of 24 athletes on the mat
- **Class C & D:** Utilize 2 stunts groups (min), at some point in the routine and a maximum number of 20 athletes on the mat
- **COED:** Utilize 2 stunts groups (min), at some point in the routine and a maximum number of 24 athletes on the mat
- These stunt groups are based on double based groups containing 4 athletes in each group.
- The requirement means that at some point in the routine, the minimum number of groups required must perform stunts or pyramid skills at the same time but are NOT required to perform the same exact skill.



Class Size Violation

Teams that do not meet their class size with either the minimum stunt groups or exceed the maximum number of participants will receive a **3 point Choreographed Violation**. See example below:

Violations

Performance Errors (2.0) *Non-Choreographed NFHS violations (PE) – cited per occurrence*

Apparel, Jewelry, and Prop Violations (0.5) *NFHS violations involving apparel, jewelry, or props – Cited per occurrence (AV, JV, PV)*

Choreographed Violations (3.0) *Violations that were intended to be performed in the routine – Cited once per rule (CV)*

Rule Citation	Category	# Of Violations	Deduction Value	Violations Total
Class Size violation	CV	1	3.0	