

VAULT	BARS = 0.2 each	BEAM = 0.2 each	FLOOR = 0.2 each
<b>1. One Vault</b> – No Bonus Rule Three Attempts Touch w/o go over = Attempt Invert with go over = Vault	<b>1. Bar Changes, 2 minimum</b>	<b>1. Acro Series – 2 Flight elements</b> Minimum of 1 “C” Flight With or Without Hand support Finish on the Beam ( <b>Mt Ok, NCAA</b> ) A (Group 7) + E Acro = OK SR	<b>1. Two Direct Saltos OR Acro Series with 2 Saltos</b> Same or Different Saltos No Aerials
<b>2. Tsukahara or ¼ t. Vaults</b> Lead arm bend allowed Deduct 2 <sup>nd</sup> arm bend	<b>2. Flight Elements</b> (no dismounts) “C” and “C” Different or “D” and “B”	<b>2. Dance Series – 2 elements</b> Minimum of 1 “C” dance Leaps, Jumps, Hops, Turns	<b>2. Three Different Saltos</b> within the exercise
<b>3. Deduct 1.0</b> – each judge  <ul style="list-style-type: none"> <li>• Only One Hand</li> <li>• No Hands</li> <li>• Spot During the Vault</li> <li>• Failure to land feet first (includes fall)</li> </ul>	<b>3. “C” element with LA Turn</b> (Not including dismount)	<b>3. Leap/Jump with 180° Split</b> May be in Dance Series	<b>3. Dance Passage</b> 2 Different Elements from Group 1 (Leaps, Jumps, Hops) Turns allowed between elements Direct or Indirect Connection One 180° Leap
	<b>4. “C” Dismount</b> Same A + A → C = - 0.1 Same B + B → C = - 0.1	<b>4. Turn – minimum 360°</b> Group 3, no hand support	
	** One element may fulfill more than one Special Requirement.	<b>5. “C” Dismount or “D” Acro → “B” Dismount</b>	<b>4. Last Salto “C” minimum</b> Isolated or in Acro Connection

2018 – ADDITIONAL COLLEGIATE RULES

VAULT	BARS	BEAM	FLOOR
Video Review Fails = - 0.1 team	Video Review Fails = - 0.1 team	Video Review Fails = - 0.1 team	Video Review Fails = - 0.1 team
Out of Order = - 0.1 team	Out of Order = - 0.1 team	Out of Order = - 0.1 team	Out of Order = - 0.1 team
Verbal Cue by Coach = - 0.2 ave to own gymnast, after warning	Verbal Cue by Coach = - 0.2 ave to own gymnast, after warning	Verbal Cue by Coach = - 0.2 ave to own gymnast, after warning	Verbal Cue by Coach = - 0.2 ave to own gymnast, after warning
Out of Uniform = - 0.3 team/ind.	Out of Uniform = - 0.3 team/ind.	Out of Uniform = - 0.3 team/ind.	Out of Uniform = - 0.3 team/ind.
Vault Runway: No chalk marks = - 0.2 average Removable tape or Velcro allowed Sting Mat on runway = - 0.3 average	LB must be adjustable to 165 cm HB must be adjustable to 245 cm Without the bar height adjusters LB/HB same angle at max. width	Chalk may not be applied directly to the beam. = - 0.2 average Small chalk marks on the top surface allowed.	Corner chalk arc line allowed. Tape / chalk may not be placed in the center of the FX mat.
Touch Warm-up: <b>4:00 minutes per Team</b>	Plywood Board allowed for Mounts Non-skid surface – both sides = - 0.3	Plywood Board allowed for Mounts Non-skid surface – both sides = - 0.3	Coaches must clearly mark (tape) additional mats to indicate the actual boundary lines.
Maximum Table height = 135 cm	Broken / Torn Grips: gymnast may repeat at the end of team rotation.	Minimum of 15’6” matting on the dismount end of beam.	Failure to mark mats = - 0.1 average
82’+ Runway = No Deduction	Max. Mount (27’6”) = - 0.1 average <b>Mount w/Board on 4” + Sting Mat ok</b>	Max. Mount (27’ 6”) = - 0.1 average <b>Mount w/Board on 4” + Sting Mat ok</b>	Only 1 Mat per Pass = - 0.3 ave Mat + Sting = Ok

BARS	UB	BEAM	BB	FLOOR	FX
2.301 Cast Handstand + 1/1t. Healy	= D	2.202 Straddle 1/4t. (cross – side; side – cross)	= C	6.201 Front Pike Salto	= A
2.303 Uprise Handstand + 1/1t. Healy	= D				
2.303 Uprise Handstand + ½ t.	= D	2.307 Stag Ring or Ring Leap/Jump	= D	1.310 Ring Jump 1/1t.	= D
				1.310 Stag-Ring Jump 1/1t.	= D
2.401 Cast Handstand 1½ t. IN (Miller)	= E				
2.403 Uprise Handstand 1½ t. IN (Reeder)	= E			1.310 Tourjete Ring	= D
4.403 Back Giant Hst. 1½ t. IN (Dawes)	= E	7.412 Full Twisting Flic-Flac swing down	= E	1.310 Tourjete Ring 1/2t.	= D
3.305 Clear Hip Handstand + 1/1t. Healy	= D	8.301 Front Salto – One Leg to Sit	= D		
4.303 Back Giant Circle + 1/1t. Healy	= D	8.304 Back Salto – Layout step-out	= D		
5.302 Front Giant Circle + 1/1t. Healy	= D	8.404 Back Salto – Layout 2 ft. w/ Pike Down	= D		
6.301 Front Stalder Circle + 1/1t. Healy	= D	9.202 Gainer Front Stretched 1/1t. (side/end)	= C		
6.301 Front Stalder Circle with or w/o ½ t.	= D	Gainer Front Tucked 1/1t. (side/end)	= B		
6.401 Front Stalder Circle + 1/1t. IN	= E				
		9.304 Front Salto Tuck/Stretch 1½ t. (off 2 ft.)	= D		
6.304 Back Stalder Circle + 1/1t. Healy	= D	9.404 Front Salto Stretch 2/1t.	= E		
6.304 Back Stalder Circle with or w/o ½ t.	= D	9.406 Back Salto Stretch 2½ t.	= E		
6.404 Back Stalder Circle + 1/1t. IN	= E	9.308 Gainer Salto Stretch 1½ t. (off side)	= D		
		9.408 Gainer Salto Stretch 2 – 2½ t. (off side)	= E		
7.308 Front Sole Circle (Hst.) + 1/1t. Healy	= D				
7.309 Back Sole Circle (Hst.) + 1/1t. Healy	= D	9.309 Gainer Back Tuck – 1/1t. off END	= D		

## 2018 – NCAA CONNECTION VALUES

RANGE of SCORES		BEAM	CV	FLOOR	CV
		B + C (C-Salto) receives NO BONUS	No	C + C turn/jump	+0.1
9.5 – 10.00 = 0.2		B + D (Any Flic + Layout or Front Aerial)	No	C + D turn/jump	+0.2
9.0 – 9.475 = 0.3		B + B + D (Flic + Flic + Layout or Front Aerial)	+0.1		
8.0 – 8.975 = 0.5		B - Dismounts (No Connection Value)	No	F. Layout + F. Layout	
Below 8.0 = 1.0		B + D (Flic + Layout 2ft. w/ Pike Down)	+0.1	B + B	NO
		B + D (Roundoff + Layout Step-out)	+0.2	Salto / Dance / Salto	
		B + D (Dance + Layout Step-out)	+0.2	C + A + A	+0.1
		B + B + C (3 Acro ON the Beam = Addittional	+0.1	Acro Indirect Saltos	
		BHS, BHS 2ft., Gainer, BHS Swing Down	Any	C → C	+0.2

“Up to the Level” Deduction on ORANGE Card (- 0.1)

UB	BARS	BB	BEAM	FX	FLOOR
<u>0.05</u>	<b>Lack of Variety in Choice of Elements or Connections</b> <ul style="list-style-type: none"> <li>Overuse one group</li> <li>Overuse one specific element</li> <li>Overuse same element for CV</li> <li>Highest Difficulty connected to Lowest Difficulty value</li> </ul>	<u>0.1</u> <u>0.1</u>	<b>Lack of Variety in Choice of Acro</b> <ul style="list-style-type: none"> <li>Min. “A” Backward Acro</li> <li>Min. “A” Forward/Sideward Acro Mounts, Rolls, Walkovers, Saltos Roundoff = Sideward Flic ¼ or ¾ handstand = Backward Arabian walkover/salto = Forward Tic-Toc = Forward or Backward</li> </ul>	<u>0.1</u> <u>0.1</u> <u>0.1</u>	<b>Lack of Variety in Choice of Acro</b> <ul style="list-style-type: none"> <li>Min. “A” Backward Salto</li> <li>Min. “A” Forward/Sideward Salto NO AERIALS</li> </ul> <b>Lack of Variety in Choice of Dance</b> <ul style="list-style-type: none"> <li><b>Lack of Dance Bonus</b> (Groups 1 or 2) CV + 0.1 minimum OR D/E Bonus Element</li> </ul>
<u>0.1</u> (each)	<b>Squat/Stoop on LB to grasp HB</b> <ul style="list-style-type: none"> <li>with or without sole circle</li> <li>more than 1 receives deduction</li> <li>fall, first element to resume counts</li> </ul>	<u>0.1</u>	<b>Lack of Variety in Choice of Dance</b> (removed shape requirement 2016)  <b>Prone Landing</b> – Leap/Jump/Hop more than one element to prone		<b>Lack of Variety in Choice of Dance</b> (removed shape requirement 2016)
<u>0.05</u>	<b>Insufficient Distribution of Elements</b> <ul style="list-style-type: none"> <li>Difficulty not maintained thruout</li> <li>Difficulty in same section</li> </ul>	<u>0.05</u>	<b>Insufficient Distribution of Elements</b> <ul style="list-style-type: none"> <li>Difficulty not maintained thruout</li> <li>Difficulty in same section</li> </ul>	<u>0.05</u>	<b>Insufficient Distribution of Elements</b> <ul style="list-style-type: none"> <li>Difficulty not maintained thruout</li> <li>Difficulty in same section</li> </ul>
<u>0.1</u> (each)  <u>0.1</u> (each)	<b>Uncharacteristic Elements</b> <ul style="list-style-type: none"> <li>Squat on LB – ½ t. on feet → HB</li> <li>HB swing forward → LB stand with or without ½ turn, <u>unless followed by circle move.</u></li> </ul> <b>Forward ¾ Giant Circle (&gt; 20°)</b> <ul style="list-style-type: none"> <li>with or without grip change</li> <li>will break a connection</li> </ul>	<u>0.05</u> <u>0.05</u> <u>0.05</u>	<b>Insufficient Use of Entire Beam</b> <ul style="list-style-type: none"> <li>Spatially – entire length of beam</li> <li>Directionally – forward/back/side</li> <li>Level Changes throughout high off, standing, semi-low, low no longer required to touch torso</li> </ul>	<u>0.05</u> <u>0.05</u>	<b>Insufficient Use of Floor Area</b> <ul style="list-style-type: none"> <li>Spatially – floor pattern</li> <li>Directionally – forward/back/side</li> </ul>
<u>0.1</u>	<b>Choice of Elements – not up to the competitive level:</b>  <u>0.1</u> <b>One of the following:</b> <ul style="list-style-type: none"> <li>Single Bar “D” Release</li> <li>One “E” Release</li> <li>min. 2 “D” Releases</li> <li>min. 2 “E” Level Skills (mounts &amp; dismounts)</li> </ul> <b>AND</b> minimum “D” Dismount or C Dismount with CV Bonus.	<u>0.1</u>	<b>Choice of Elements – not up to the competitive level:</b> <ul style="list-style-type: none"> <li><b>Flight Series</b> must end <b>ON</b> the Beam and may not be used in dismount series.</li> <li><b>Flight Series</b> performed on the beam <b>without Connection Value,</b> <ul style="list-style-type: none"> <li>✓ <b>Additional “D” Acro</b> is required. (mount and dismounts included)</li> <li>✓ or <b>Additional “E” Dance element</b> is required.</li> </ul> </li> </ul>	<u>0.1</u>  <u>0.1</u> (each)	<b>Choice of Elements – not up to the competitive level: (3 parts)</b> <ol style="list-style-type: none"> <li>One “E” Element (<b>Dance/Acro</b>) or 2 Different “D” Elements (<b>1 Acro</b>)</li> <li>One <b>3-Acro Series</b> with C/D/E Salto</li> <li>Acro <b>Dismount C + CV</b> or <b>D/E Salto</b></li> </ol> <b>Only 2 Acro Passes:</b> <ul style="list-style-type: none"> <li>One must include min. “D” Salto</li> <li>Other must have + <b>0.2 CV</b> or “D”</li> </ul> <ul style="list-style-type: none"> <li><b>Prone Landings:</b> more than 1 Acro element to Prone max.2 Prone Landings: 1 Acro, 1 Dance 1 ¼ Saltos to Prone = Root Value</li> </ul>

**2018 – NCAA SCORING 6.6**

ALL EVENTS	
a.	OPEN SCORING during Regular Season, Regional and National Championships.
b.	Judges are to sit apart.
c.	Judges score flashed and rotated. Average score raised and rotated.
d.	Flash Scores and Start Value – Simultaneously.
e.	Score verification NCAA Championship meets.
f.	<b>RANGE OF SCORES:</b>
	<ul style="list-style-type: none"> <li>9.5 – 10.00 = 0.2</li> <li>9.0 = 9.475 = 0.3</li> <li>8.0 – 8.975 = 0.5</li> <li>Below 8.0 = 1.0</li> </ul>
	<b>CONFERENCES – should occur if ...</b>
	<ul style="list-style-type: none"> <li>Two counting scores out of range.</li> <li>Impossible Start Value impacts the Ave.</li> <li>Inquiry Submitted</li> </ul>
g.	<b>SIGNAL – may not sub. after athlete signals CJ</b>
h.	<b>INQUIRIES allowed at Regular and Post Seasons</b>

**2018 – NCAA UNIFORM POLICIES 6.2**

ALL EVENTS	
1.	<b>Team</b> = identical leotards
	<b>Leotards</b> = one piece
	<b>Briefs</b> = same color or skin tone
	<b>Sports Bra</b> = same or contrast color, identical
2.	<b>Straps</b> = minimum 2 cm (7/8”) in width
3.	<b>Swimsuit Apparel</b> = practice or warm-ups only
4.	<b>Out of Uniform</b> = - 0.3 Team / Ind. competition

**2018 – NCAA JEWELRY POLICY 6.3**

ALL EVENTS	
<b>0.2</b>	<b>Deduction after Warning, off event score.</b>
	One stud per ear allowed
	No other jewelry is permitted

**2018 – NCAA WARM-UP POLICY**

ALL EVENTS	
	4:00 minute touch warm up on each event.
	2:00 minute transition between each event beginning after each rotation when the final competitor’s initial score is flashed.

**2018 – UNSPORTSMANLIKE CONDUCT 6.5**

ALL EVENTS	
<b>0.1</b>	<b>Gymnast misconduct</b> after Warning, Deduction off Individual Event score.
<b>0.1</b>	<b>Coach misconduct</b> after Yellow Card Warning, Deduction off Team score.

**Updated 12-04-17 2018 - NCAA Video Review Process** Priscilla K. Hickey, Editor

7.1 <b>Regular, Conference and Regional competition:</b> in the event an inquiry response is unsatisfactory to the coach, a video tape may be used for the purpose of review under the following conditions:
a. Each team is allowed ONE review per meet.
b. The institutional team video or TV production footage must be used for the review. The video may be taken from any vantage point.
c. A review that fails results in a <b>0.1 deduction</b> from the <b>TEAM</b> score.
d. All reviews must be specific to the performance or nonperformance of a particular <b>Value Part</b> combination of skills or neutral deductions (i.e., out of bounds).
e. Reviews may not be used to evaluate a question of execution, <b>composition or up to the level</b> deductions. These requests will result in a <b>0.1 deduction</b> .
f. Reviews MAY be viewed in slow motion.
g. The review must be submitted to the meet director <b>or host institution designee</b> within 5 minutes following the conclusion of the meet, <b>as determined by the final score posted or the return of the final inquiry, whichever is later</b> . During this time, the scores are being verified by the judging panel and the head scorer's table
h. The coach requesting the review must provide a signed Video Review Request Form (VRF), (Appendix II), queued video and team camera to the meet director (or host institution designee), who will be responsible for delivering this information to the meet referee and event panel (the judges who judged the particular event) for their review <b>on the competition floor</b> . The coaches may not be present during the review.
i. Reviews must be conducted in the presence of the meet referee and the event panel ONLY. If the meet referee is on the panel, the next highest rated official must participate. A simple majority of the review panel will determine success or failure of the review. If the review fails, judges may not change their scores, the <b>0.1</b> will be deducted from the <b>TEAM</b> score. If the review is successful, the <b>INDIVIDUAL'S</b> score will be adjusted accordingly.
j. The results of the review will be noted on the VRF by the meet referee and returned to the meet director (or host institution designee), who will take the VRF to the score table. The official score will be adjusted (up or down). Then the judges will sign the official score sheet and the meet director will deliver the VRF to the coach.
k. Decisions rendered by the judges' review panel are final and cannot be overturned.