

## Chief Judge Deductions 2018-2022

5/30/18

*Chief Judge takes the deduction from the Average Score for the following infractions. Must be indicated to the Coach either verbally or by visual means at the conclusion of the exercise.*

<b>Absence of Music or Music with words or song / speech</b> (COP Section V FX for specifics)	1.00
<b>Any part of the body touching outside of the FX border marking - Out of Bounds</b>	each time 0.10
<b>Coach on FX area inside the border marking (Level 6/ 7/ 8/ 9/ 10)</b> <i>Not taken if Coach removing an object fallen from the Gymnast. No deduction to adjust the placement or to remove a skill cushion.</i>	0.50
<b>Coach standing between the Bars or next to Beam</b> throughout entire exercise	0.10
<b>Exceeds Fall Time</b> - VT 1 min ( <i>after judgement completed</i> ) - UB 45 sec - BB 30 sec	Exercise Terminated
<b>Excessive use of magnesia (Chalk) or Incorrect use of tape</b> (see COP General pg 8)	0.20
<b>Fail to mark the boundary line on additional mats, which covers the boundary line</b>	0.10
<b>Failure to observe specified Warm-Up Time (after warning)</b> (see COP General pg 7)	0.20
<b>Failure to Present before &amp; after exercise.</b> <i>It is required to present to the CJ before the exercise. Gymnast may present to any judge at the end of the exercise.</i>	each time 0.10
<b>Failure to remove board or spotting device after a release element</b>	0.30
<b>Failure to remove the board after the mount</b>	0.30
<b>Gymnast fails to begin exercise within 30 sec, after the CJ signals to begin.</b>	0.20
<b>Incorrect ATTIRE</b> - Includes unacceptable jewelry (after a warning) see (COP General pg 6-7)	0.20
<b>Incorrect PADDING</b> (Gymnast wearing heel / hip pads on bars) <i>If CJ notices the heel pads prior to the Gymnast's mount, a warning must be given. However, if the Gymnast wears the heel pads during her exercise (whether the CJ warned her previously), the deduction must be taken.</i>	0.20
<b>Lands UB / BB dismount or FX Acro Salto in Solid or Loose Foam Pit</b>	0.30
<b>Overtime</b>	0.10
<b>Performance of a one-arm vault:</b> <i>At least 1/2 of the vault panel must see that only one hand touched the vault table</i>	1.00
<b>Short exercises</b> (complete or incomplete routines)	2.00
<b>UB routine &gt; than 5 VP - BB &amp; FX routines &gt; 30 secs</b> - Except: Level 6 COP Section 4 for	
<b>Start Exercise before signal</b> (deduct from repeated performance) (COP General pg 8)	0.50
<b>Technical Verbal cues by coach or teammate(s) to own Gymnast</b> (after 1 warning)	0.20
<b>Unsportsmanlike conduct of gymnast</b> (after warning)	0.20
<b>Use of unauthorized or additional mats, springboard on unauthorized surface, or the use of the hand placement mat for traditional approach vaults</b>	0.30
<b>Using incorrect apparatus specifications, including incorrect spring configurations</b>	0.30
<b>Vaults without signal from CJ</b> - CJ deducts from Average score of next completed Vault	0.50
<b>Chief Judge reports to the Meet Referee or Jury if:</b>	
<ul style="list-style-type: none"> <li>a) The gymnast's attire is incorrect</li> <li>b) There is unsportsmanlike conduct of the coach (after warning)</li> <li>c) There are excessive cheers or behavior disruptive to competition by teammates or coach</li> <li>d) Failure to observe specified warm up time by the team (after warning). The deduction would be applied to the team event score where infraction occurred.</li> <li>e) Coach or teammates were warned about technical verbal cues.</li> </ul>	

## General Deductions for Bars, Beam, & Floor 2018-2022

**5/30/18**

*For faults in technique, execution, amplitude, and artistry*

Additional movements to maintain balance/control on Balance Beam	^0.30
Additional Trunk movements to maintain balance / control <b>upon landing</b> UB/BB Dismounts and FX Acro elements. <i>Apply to "stuck" landings with trunk movements to avoid steps</i>	^0.20
Arm swings on landing to maintain balance	^0.10
Bent Arms in Support - on any one element (90° or greater - Max <u>0.30</u> )	^0.30
Bent Legs - on any one element (90° or greater - Max <u>0.30</u> )	^0.30
Brush / touch of foot / feet on apparatus or mat	^0.10
Brush/touch the mat with one (1) or two (2) hands ( <b>no support</b> )	^0.30
Deviation from straight direction on landing	^0.10
Failure to maintain Stretched body position (Pikes down)	^0.20
Fall / Fail to land on the bottom of the feet first - No VP / SR / Bonus Credit / Compositional Credit	<u>0.50</u>
Fall on mat to Knee(s) or Hips	0.50
Fall on or against apparatus	<u>0.50</u>
Flexed/Sickled feet during Value Part elements	each time <u>0.05</u>
Incomplete Turn / Twist	^0.20
Incorrect body posture on landing	^0.20
Insufficient exactness of body position - Tuck - Pike - Stretched ( <i>arch or pike</i> ) ♦ <i>Pike ideal = min 90° bend in hips      91° - 135° = insufficient pike</i> ♦ <i>Stretched ideal = 180° position but greater than 135° is considered stretched body position.</i> <i>Arch ^0.20      Hip Angle (136°-179°) ^0.20</i> ♦ <i>Tuck ideal = min 90° bend in both hips &amp; knees</i>	each ^0.20
Insufficient extension (open) of body prior to landing-(UB/BB Dismts & BB/FX Acro in Tuck & Pike)	^0.30
Insufficient Height of Salto Dismount (UB / BB)	^0.30
Insufficient split when required (Dance / Non-flight Acro elements)	^0.20
Landing Bars / Beam Dismount with feet further than hip-width apart	<u>0.10</u>
Lands Dismount with feet hip-width apart or closer but never joins the feet (heels)	<u>0.05</u>
Large Faults	0.30
Large step or jump on landing (approximately 3 feet or more). <span style="float: right;">Max <u>0.40</u></span>	<u>0.20</u>
Leg or knee separations	^0.20
Legs crossed during Value Part elements with twists	^0.10
Medium Faults	0.20
Slight hop, or small adjustment of feet on landing of elements or landing with feet staggered on UB/ BB dismounts ( <i>FX acro: small step after landing to finish in a lunge is allowed with no deduction</i> )	^0.10
Slight / Small Faults	0.05 - 0.10
Spotting assistance during an element - No VP/ No SR/ No Bonus Credit / No Compositional Credit	<u>0.50</u>
Spotting assistance <b>upon landing</b> of Dismount element ( <i>Yes VP &amp; SR / No Bonus</i> )	<u>0.50</u>
Squat on landing ( <i>hips even with or lower than knees</i> )	^0.30
Steps on landing (per step - Max of 4) <span style="float: right;">Max <u>0.40</u></span>	each <u>0.10</u>
Support on mat with one (1) or two (2) hands	<u>0.50</u>
Very Large Faults	<u>0.50</u>