

| (2.1) VAULT   | (3.1) BARS = 0.2 each   | (4.1) BEAM = 0.2 each  | (5.1) FLOOR = 0.2 each   |
|---|---|--|--|
| <b>2.1 No Age Group Bonus Rule</b>  | <b>1. Bar Changes (minimum 2)</b>   | <b>1. Acro Series – 2 Flight elements</b><br>Min. 1 (“C”) Flight, mount OK<br>With or Without Hand support<br>Must stop on the Beam<br>(“A”) Group 7 + (“E”) Acro = OK | <b>1. Acro Pass with two (2) Saltos</b><br><b>OR two(2) Direct Saltos</b><br>Acro Pass = (“C”) Salto Pass<br>Same or Different Saltos<br>No Aerials  |
| <b>2.2 Vault Numbers</b> will be flashed<br>See Appendix #1   | <b>2. Flight Elements</b> (no dismounts)<br>(“C”) and (“C”) different or<br>(“D”) and (“B”) | <b>2. Dance/Dance or Dance/Acro Series</b><br>Min. of 1 (“C”) Dance<br>Must be completed on the Beam   | <b>2. Three Different Saltos</b><br>within the exercise  |
| <b>2.3 One Vault</b><br>Three Attempts<br>Touch w/o going over = Attempt<br>Invert with going over = Vault                          | <b>3. (“C”) element with LA Turn</b><br>(no mount or dismount)                              | <b>3. Leap/Jump with 180° Split</b><br>May be in Dance Series  | <b>3. Dance Passage</b><br>Two (2) different elements from<br>Group 1 (Leaps, Jumps, Hops)<br>Direct or Indirect Connection<br>One (1) 180° Leap (cross or side)<br>Turns allowed between elements |
| <b>2.4 Deduct 1.0</b> one hand, no hands<br><b>2.5 Deduct 1.0</b> not to feet 1st (fall)<br><b>2.6 Deduct 1.0</b> spot during vault | <b>4. (“C”) Dismount</b><br>Same A + A → C = - 0.1 off SV<br>Same B + B → C = - 0.1 off SV  | <b>4. Turn – minimum 360°</b><br>Group 3, no hand support  |  |
| <b>2.7 Deduct 0.5</b> vault w/o signal<br><b>2.8 Funnel Shape</b> (Direction → <b>0.3</b> )   | ** one (1) element may fulfill more<br>than one (1) Special Requirement.                    | <b>5. Minimum (“C”) Dismount</b>   | <b>4. Min Last Salto (“C”) Acro Pass</b><br>Isolated or in Acro Connection   |

**2024 – ADDITIONAL EQUIPMENT, UNIFORM RULES and PROCEDURES**

| VAULT  | BARS   | BEAM   | FLOOR   |
|--|--|--|---|
| <b>Injury Assessment</b> (Judges, Coaches, Trainer) may add up to two (2) minutes to assess an injury.<br>If an athlete is able to resume the routine, the 45 second fall time will begin after the injury assessment has concluded. |  |  |   |
| 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.<br>to own gymnast, after warning  | Verbal Cue by Coach = - 0.2 Ave.<br>to own gymnast, after warning  | Verbal Cue by Coach = - 0.2 Ave.<br>to own gymnast, after warning  | Verbal Cue by Coach = - 0.2 Ave.<br>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.  |
| <b>Vault Runway:</b><br>Chalk marks <u>not</u> allowed = - 0.2 Ave.<br>Removable tape or Velcro allowed.<br><b>No RO Pad or Sting Mat = - 0.2 Ave.</b>   | LB must be adjustable to 165 cm<br>HB must be adjustable to 245 cm<br>Without the bar height adjusters<br>LB/HB same angle (width 192cm) | Chalk may not be applied<br>directly to the beam. = - 0.2 Ave.<br>Small chalk marks<br>on the top surface allowed. | Corner chalk arc line allowed.<br>Tape / chalk may <u>not</u> be placed in<br>the center of the FX mat.                         |
| Touch Warm-up:<br>4:00 minutes per Team  | Plywood Board allowed for Mounts<br><b>Non-skid surface – both sides = - 0.2</b>   | Plywood Board allowed for Mounts<br><b>Non-skid surface – both sides = - 0.2</b>                                   | Coaches must clearly mark (tape)<br>mats to indicate boundary lines.  |
| <b>Failure to mark mats = - 0.2 TEAM</b>   | Broken / Torn Grips: gymnast may<br>repeat at the end of team rotation.  | Minimum of 15’6” matting on the<br>dismount end of beam.   | <b>Failure to mark mats = - 0.2 TEAM</b>  |
| Maximum Table height = 135 cm<br>82’+ Runway = No Deduction  | Max. Mount (27’6”) = - 0.2 Ave.<br>exceeds manufactured mats   | Max. Mount (27’ 6”) = - 0.2 Ave.<br>exceeds manufactured mats  | <b>No more than two (2) mats on floor</b><br><b>= - 0.2 Ave.</b> Allowed (1) *Mat/Pass<br>*Mat + Sting Mat (2 mats) = <b>OK</b> |
| Foreign Substance = 0.2 Ave.<br>Tuff-Skin on hands or equipment  | Mount w/Board on 4” + Sting Mat <b>ok</b>  | Mount w/Board on 4” + Sting Mat <b>ok</b>  | 12m x 12m = 39’ 4 ½” x 39’ 4 ½”   |

| <b>UB</b>                   | <b>(3.2) BARS</b>   | <b>BB</b>                                 | <b>(4.2) BEAM</b>   | <b>FX</b>                | <b>(5.2) FLOOR</b>  |
|-----------------------------|---|---|---|--------------------------|---|
| <b>0.05</b>                 | <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 connections</li> <li>• Highest Difficulty connected to Lowest Difficulty value</li> </ul>  | <b>0.1</b><br><b>0.1</b>                  | <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<br/>1-Mounts, 6-Rolls, 7-Walkovers, 8-Saltos<br/>Roundoff = Sideward<br/>Flic ¼ or ¾ handstand = Backward<br/>Arabian walkover/salto = Forward<br/>Tic-Toc = Forward or Backward</li> </ul>  | <b>0.1</b><br><b>0.1</b> | <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<br/>NO AERIALS<br/>Ex. Butterfly = Aerial</li> </ul>   |
| <b>0.1</b><br><b>(each)</b> | <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 one (1) receives deduction</li> <li>• after a fall, allowed to squat-on without a deduction</li> </ul>   |   |   | <b>0.1</b>               | <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)<br/>CV + 0.1 minimum <u>or</u><br/>D/E Bonus Element</li> </ul>   |
| <b>0.05</b>                 | <b>Insufficient Distribution of Elements</b> <ul style="list-style-type: none"> <li>• Difficulty not maintained thru-out</li> <li>• Most difficult in same section</li> </ul>   | <b>0.05</b>                               | <b>Insufficient Distribution of Elements</b> <ul style="list-style-type: none"> <li>• Difficulty not maintained thru-out</li> <li>• Most difficult in same section</li> </ul>   | <b>0.05</b>              | <b>Insufficient Distribution of Elements</b> <ul style="list-style-type: none"> <li>• Difficulty <u>not</u> maintained thru-out</li> <li>• Most difficult in same section</li> </ul>  |
| <b>0.1</b><br><b>(each)</b> | <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>0.05</b><br><b>0.05</b><br><b>0.05</b> | <b>Insufficient Use of Entire Beam</b> <ul style="list-style-type: none"> <li>• Spatial – entire length of beam</li> <li>• Direction – forward/back/side (choreo.)</li> <li>• Level Changes throughout<br/>high off, standing, semi-low, low, no longer required to touch torso</li> </ul>  | <b>0.05</b>              | <b>Insufficient Use of Floor Area</b> <ul style="list-style-type: none"> <li>• Spatial – floor pattern</li> </ul>   |
| <b>0.1</b><br><b>(each)</b> | <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>   |   |   |                          |   |
| <b>0.1</b>                  | <b>Choice of Elements (UTL)</b><br>not up to the competitive level:<br><u>One (1) of the following:</u> <ul style="list-style-type: none"> <li>• <b>Single Bar (“D”) Release</b></li> <li>• One (“E”) Release</li> <li>• min. 2 (“D”) Releases</li> <li>• min. 2 (“E”) Level Skills (excluding dismounts).</li> </ul> <b>AND</b> minimum (“D”) <b>Dismount</b> <u>or</u> (“C”) <b>Dismount</b> with CV Bonus. | <b>0.1</b>                                | <b>Choice of Elements (UTL)</b><br>not up to the competitive level: <ul style="list-style-type: none"> <li>• <b>Flight Series</b> must end <u>on</u> the Beam (<u>not</u> in dismount series).</li> <li>• <b>Flight Series</b> performed <u>on</u> the beam <b>without Connection Value:</b> <ul style="list-style-type: none"> <li>✓ <b>Additional (“D”) Acro</b></li> <li>✓ <u>or</u> (“E”) <b>Dance</b> required.</li> <li>✓ (“D/E”) Acro → <b>Dismount</b> will <u>not</u> fulfill UTL for Additional D/E</li> <li>✓ Mounts and Dismounts included</li> </ul> </li> </ul> | <b>0.1</b>               | <b>Choice of Elements (UTL)</b><br>not up to the competitive level:<br><u>All Floor Routines:</u> <ul style="list-style-type: none"> <li>• One (“E”) <b>Acro / Dance (OR)</b><br/>Two (2) diff. (“D”) elements (1) <b>Acro</b></li> <li>• Last Salto (“C”) + <b>0.1 CV</b> <u>or</u> (“D/E”)</li> </ul> <u>Two (2) Acro Pass Routine:</u> (any order) <ul style="list-style-type: none"> <li>• One Pass – minimum (“D”) Acro</li> <li>• Other Pass (“D/E”) <u>or</u> + <b>0.2 CV</b></li> </ul> <u>One Pass Routine</u> = – 0.1 UTL |
| <b>UTL</b>                  | ORANGE Card (- <b>0.1</b> )   | <b>UTL</b>                                | ORANGE Card (- <b>0.1</b> )   | <b>UTL</b>               | ORANGE Card (- <b>0.1</b> )   |

| (3.3) BARS                                   | UB  | (4.3) BEAM  | BB  | (5.3) FLOOR                   | FX         |
|--|-----|---|-----|-------------------------------|------------|
| 2.301 Cast Handstand + 1/1t. Healy           | = D | 2.202 Straddle 1/4t. (cross – side; side – cross) | = C | 1.305 Switch Side ½ t.        | = D        |
| 2.303 Uprise Handstand + 1/1t. Healy         | = D | 2.307 Ring (leap/jump) / Stag Ring (leap/jump)    | = D | <b>1.305 Switch Side ¾ t.</b> | <b>= D</b> |
| 2.303 Uprise Handstand + ½ t.                | = D | 2.404 Tourjete ¼ t.                               | = E |                               |            |
| 2.401 Cast Handstand 1½ t. IN (Miller)       | = E | 2.405 Switch Side Leap ¼ t.                       | = E | 1.310 Stag-Ring Jump 1/1t.    | = D        |
| 2.403 Uprise Handstand 1½ t. IN (Reeder)     | = E |   |     | <b>1.410 Ring Jump 1/1t.</b>  | <b>= D</b> |
| 4.403 Back Giant Hst. 1½ t. IN (Dawes)       | = E | 3.401 Double Turn (on 1 foot)                     | = E |                               |            |
| 3.305 Clear Hip Handstand + 1/1t. Healy      | = D | 3.406 Double Tuck stand (Wolf) Turn + 2-1/2t.     | = E | 6.201 Front Pike Salto        | = A        |
| 4.303 Back Giant Circle + 1/1t. Healy        | = D |   |     |                               |            |
| 5.302 Front Giant Circle + 1/1t. Healy       | = D | 8.301 Front Salto – One Leg to Sit                | = D |                               |            |
| 6.301 Front Stalder Circle + 1/1t. Healy     | = D | 8.304 Back Salto – Layout step-out                | = D |                               |            |
| 6.301 Front Stalder Circle with or w/o ½ t.  | = D | 8.304 Back Salto – Layout 2 ft. w/ Pike Down      | = D |                               |            |
| 6.401 Front Stalder Circle + 1/1t. IN        | = E |   |     |                               |            |
| 6.304 Back Stalder Circle + 1/1t. Healy      | = D | 9.202 Gainer Front Stretched 1/1t. (side/end)     | = C |                               |            |
| 6.304 Back Stalder Circle with or w/o ½ t.   | = D | Gainer Front Tucked 1/1t. (side/end)              | = B |                               |            |
| 7.308 Front Sole Circle (Hst.) + 1/1t. Healy | = D |   |     |                               |            |
| 7.309 Back Sole Circle (Hst.) + 1/1t. Healy  | = D | 9.304 Front Salto Tuck/Stretch 1½ t. (off 2 ft.)  | = D |                               |            |
| 8.301 HB – Toe on Front Pike ½ t.            | = D | 9.404 Front Salto Stretch 2/1t.                   | = E |                               |            |
| 8.301 HB – Back Stalder Front T/P ½ t.       | = D |   |     |                               |            |
| 8.301 HB – Clear Support Front T/P ½t.t.     | = D | 9.306 Back Salto 2/1t. (Double Full Twist)        | = D |                               |            |
| 8.303 Back Layout Flyaway 2/1t.              | = D |   |     |                               |            |
| 8.307 Front Layout Flyaway 1-1/2t.           | = D | 9.308 Gainer Back Salto T/S 1½ t. (side)          | = D |                               |            |
| 8.307 Front Layout Flyaway 2/1t.             | = E | 9.309 Gainer Back Salto Tuck – 1/1t. off END      | = D |                               |            |
| 8.404 Flyaway – Double Tuck ½ t.             | = E | 9.408 Gainer Back Salto 2/1t. – 2½ t. (side)      | = E |                               |            |

**NCAA 2024 – RANGE of SCORES and CONNECTION VALUES**

| (3.4) BARS                            | D/E   | (4.4) BEAM  | CV         | (5.4) FLOOR                      | CV         |
|---------------------------------------|-------|---|------------|----------------------------------|------------|
| Same Bar “D” Release                  | + 0.1 | <b>B - Dismounts</b> (No Connection Value)                | <b>0.0</b> | Turn / Jump                      |            |
| Any “E” Release                       | + 0.1 | <b>B + C</b> (C-Salto) (No Connection Value)              | <b>0.0</b> | <b>C + C</b>                     | + 0.1      |
|                                       |       | <b>B + D</b> (*Any Flic + Layout <b>or</b> Front Aerial)  | <b>0.0</b> | <b>C + D</b>                     | + 0.2      |
|                                       |       | * Flic., Gainer or Swing Down (any order)                 |            |                                  |            |
|                                       |       | * Back Layout or Front Aerial (“C”) for CV                |            | F. Layout + F. Layout            |            |
|                                       |       | <b>B + D</b> (Flic, Layout 2ft. w/ Pike Down)             | + 0.1      | <b>B + B</b>                     | <b>0.0</b> |
| <b>(6.5) RANGE of SCORES</b>          |       | <b>B + B + D</b> (Flic, Flic, Layout or Front Aerial)     | + 0.1      |                                  |            |
| Range between two (2) counting scores |       | <b>B + D</b> (Roundoff + Layout Step-out)                 | + 0.2      | Acro Direct                      |            |
| 9.5 – 10.00 = <b>0.2</b>              |       | <b>B + D</b> (Dance + Layout Step-out)                    | + 0.2      | <b>C + C</b>                     | + 0.3      |
| 9.0 – 9.475 = <b>0.3</b>              |       | <b>B + B + C</b> (no dismounts) = <b>Additional Bonus</b> | + 0.1      |                                  |            |
| 8.0 – 8.975 = <b>0.5</b>              |       | <b>B-Acro → C-Dismount</b>                                | + 0.1      | Last Salto = <b>Double Salto</b> | + 0.1      |
| Below 8.00 = <b>1.0</b>               |       | <b>C-Dance → C-Dismount</b>                               | + 0.1      | Last Salto = <b>Any (E) Acro</b> | + 0.1      |

**2024 – UNIFORM POLICIES (6.2)**

|           |   |
|-----------|---|
|           | <b>ALL EVENTS</b>                                     |
| <b>1.</b> | <b>Team</b> = identical leotards                      |
|           | <b>Leotards</b> = one piece and any undergarment.     |
|           | <b>Undergarment</b> = same color or skin tone         |
| <b>2.</b> | <b>Out of Uniform</b> = - 0.3 Team / Ind. competition |

**2024 – NCAA JEWELRY POLICY (6.3)**

|            |  |
|------------|--|
|            | <b>ALL EVENTS</b>                                |
| <b>0.2</b> | <b>Deduction after Warning, off event score.</b> |
|            | <b>Only stud piercings allowed</b> (no limit).   |
| <b>0.2</b> | No other jewelry is permitted                    |

**2024 – UNSPORTSMANLIKE CONDUCT (6.4)**

|            |  |
|------------|--|
|            | <b>ALL EVENTS</b>  |
|            | <b>1<sup>st</sup> Misconduct</b> = <b>Yellow Card</b> warning.<br><b>Athlete, Staff, Coach may receive a warning.</b><br>First offense = Yellow Card |
| <b>0.1</b> | <b>2<sup>nd</sup> Misconduct = Team Deduction</b><br>Second offense = Team Deduction   |

**2024 – WARM-UP POLICY Appendix IV**

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

**2024 – SCORING (6.5)**

|           |  |
|-----------|--|
|           | <b>ALL EVENTS</b>  |
| <b>a.</b> | <b>OPEN SCORING</b> during Regular Season, Regional and National Championships.  |
| <b>b.</b> | Judges are to sit apart (except 6 judge panels, UB, VT)  |
| <b>c.</b> | Judges score flashed and rotated.<br>Average score raised and rotated.   |
| <b>d.</b> | Flash Scores and Start Value – Simultaneously.   |
| <b>e.</b> | Score verification NCAA Championship meets.  |
| <b>f.</b> | <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 8.00 = 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>Impossible UTL impacts the Ave.</li> <li>Inquiry Submitted</li> </ul> |
| <b>g.</b> | <b>SUBSTITUTIONS</b> – may <u>not</u> substitute without penalty, after gymnast signals CJ   |
| <b>h.</b> | <b>INQUIRIES</b> allowed at Regular and Post Seasons   |
|           | <ul style="list-style-type: none"> <li>Start Value</li> <li>UTL</li> <li>Specific (flat) Composition</li> <li>Neutral Deductions</li> <li>Unusual Performance / Occurrence</li> <li>Falls</li> </ul>     |
|           | <b>UB / BB / FX = 9.4</b> Start Value + <b>0.6</b> Bonus   |

|   |
|---|
| 7.1 <b>Regular, Conference and Regional competition:</b> in the event an inquiry response is unsatisfactory to the <b>Coach</b> , a video tape may be used for the purpose of review under the following conditions:  |
| a. Each <b>Team</b> is allowed <b>ONE</b> review per meet.  |
| b. When an <b>equipment failure</b> may have occurred, the Meet Referee may use video (both real time or slow motion) to determine if and when the failure occurred and how to proceed.   |
| c. The institutional <b>Team video</b> or <b>TV production footage</b> must be used for the review.<br>The video may be taken from any vantage point.   |
| d. All reviews must be specific to the performance or nonperformance of a particular <b>Value Part</b> combination of skills or <b>Neutral Deductions</b> (i.e., out of bounds).  |
| e. Reviews may <b>not</b> be used to evaluate a question of execution, composition or up to the level (UTL) deductions.<br>These requests will result in a <b>0.1 deduction</b> .   |
| f. Reviews should be viewed in the speed that is to the advantage of the student-athlete. If necessary, video should be viewed in multiple speeds. Judges may use the zoom function if needed to see the video presented for review.  |
| g. The review must be submitted to the <b>Meet Director</b> or host institution designee <b>within 5 minutes</b> following the conclusion of the meet, as determined by the <b>final score posted</b> or the return of the <b>final inquiry</b> , whichever is later.<br>During this time, the scores are being verified by the Judging Panel and the Head Scorer's table.  |
| h. The <b>Coach</b> requesting the review must provide a signed <b>Video Review Request Form</b> (VRF), queued video and team camera to the <b>Meet Director</b> (or host institution designee), who will be responsible for delivering this information to the <b>Meet Referee</b> and <b>Event Panel</b> (the judges who judged the particular event) for their review <b>on the competition floor</b> . The Coaches may <b>not</b> be present during the review. |
| i. Reviews must be conducted in the presence of the <b>Meet Referee</b> and the <b>Event Panel ONLY</b> . If the <b>Meet Referee</b> is on the panel, the <b>next highest rated official</b> must participate. A <b>simple majority</b> of the review panel will determine success or failure of the review. If the review is successful, the <b>INDIVIDUAL'S</b> score will be adjusted accordingly and the <b>TEAM</b> score if it is a counting score.           |
| j. The <b>results of the review</b> will be noted on the VRF by the <b>Meet Referee</b> and returned to the <b>Meet Director</b> (or host institution designee), who will take the VRF to the score table. The <b>official score</b> will be adjusted (up or down). Then the <b>Judges</b> will sign the <b>Official Score Sheet</b> and the <b>Meet Director</b> will deliver the VRF to the coach.  |
| k. If a score is changed during an <b>INQUIRY</b> or <b>VIDEO REVIEW</b> , the skill or connection under review is subject to additional deductions for incompleteness or rhythm.   |
| l. Decisions rendered by the <b>Judges' Review Panel</b> are final and <b>cannot</b> be overturned.   |