

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

**2025 – ADDITIONAL EQUIPMENT, UNIFORM RULES and PROCEDURES**

VAULT	BARS	BEAM	FLOOR
Hand placement mat =RO entry or front Handspring onto board entries. May not Use Sting Mat	LB must be adjustable to (165 cm) HB must be adjustable to (245 cm) Without the bar height adjusters LB/HB same angle width (192cm)	Chalk may not be applied directly to the beam. = - 0.2 Ave. Small chalk marks on the top surface allowed.	Corner chalk arc line allowed. Tape / chalk may <u>not</u> be placed in the center of the FX mat.
Vault Runway: Chalk marks <u>not</u> allowed Removable tape or Velcro allowed. (82'+) Runway = No Deduction	<b>Broken / Torn Grips: gymnast may repeat at the end of team rotation. Judge from point of interruption. No fall deduction with broken grip.</b>	<b>End Cap comes off during dismount: not equipment failure. May repeat dismount with deduction for fall, etc.</b>	From outside tape line / border <ul style="list-style-type: none"> <li>• 12m x 12m +/- 1 3cm</li> <li>• 39' 4.5" x 39' 4.5" +/- 1"</li> <li>• 16.97m (55'8") diagonals</li> </ul>
<b>Max. 10" Supplemental Mats</b>	<b>Max. 10" Supplemental Mats</b> Minimum Mounting mats (27'6")	<b>Max. 10" Supplemental Mats</b> Minimum Mounting mats (27'6")	
<b>Two (2) alternate skill cushions Pit Pillow throw mats (4'x 6'x 8") permitted for any event warm-up.</b>		Beam Height (125 cm +/- 1 cm) Minimum (15'6") dismount matting	Coaches must clearly mark (tape) mats to indicate boundary lines.
Must mark landing mats.	Mount w/Board on 4" + Sting Mat <b>ok</b>	Mount w/Board on 4" + Sting Mat <b>ok</b>	Must mark additional mats
Vault Table height (135 cm +/- 1cm)	½" Plywood Board allowed - Mounts Non-skid surface – both sides	½" Plywood Board allowed - Mounts Non-skid surface – both sides	Allowed two (2) mats on floor area. Allowed (1) Mat/Pass* *Mat + Sting Mat (2 mats) = <b>OK</b>

UB	(3.2) BARS	BB	(4.2) BEAM	FX	(5.2) 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 connections</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 1-Mounts, 6-Rolls, 7-Walkovers, 8-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>	<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 Ex. Butterfly = Aerial</li> </ul>
<u>0.05</u>	<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>	<u>0.05</u>	<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>	<u>0.05</u>	<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>
<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>• Spatial – entire length of beam</li> <li>• Direction – forward/back/side (choreo.)</li> <li>• Level Changes throughout high off, standing, semi-low, low, no longer required to touch torso</li> </ul>	<u>0.05</u>	<b>Insufficient Use of Floor Area</b> <ul style="list-style-type: none"> <li>• Spatial – floor pattern</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 one (1) receives deduction after a fall, allowed to squat-on without a deduction</li> </ul>		<b>UTL: Acro Flight Series broken:</b> (balance error, extra steps, or stop) = No CV, NO SR. (with additional D/E Acro or E dance) = OK UTL.	<u>0.1</u>	<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 <u>or</u> D/E Bonus Element</li> </ul>
<u>0.1</u>	<b>Choice of Elements (UTL)</b> not up to the competitive level: <u>One (1) of the following:</u> <ul style="list-style-type: none"> <li>• <b>Single Bar (“D”)</b> Release</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.	<u>0.1</u>	<b>Choice of Elements (UTL)</b> not up to the competitive level: <ul style="list-style-type: none"> <li>• <b>Flight Series</b> must end <u>on</u> the Beam (not 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”) <b>Acro</b> → <b>Dismount</b> will <u>not</u> fulfill UTL for Additional D/E</li> <li>✓ Mounts and Dismounts included</li> </ul> </li> </ul>	<u>0.1</u>	<b>Choice of Elements (UTL)</b> not up to the competitive level: <u>All Floor Routines:</u> <ul style="list-style-type: none"> <li>• One (“E”) <b>Acro / Dance</b> (<u>OR</u>) 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”) <b>Acro</b></li> <li>• Other Pass (“D/E”) <u>or</u> + <b>0.2 CV</b></li> </ul> <u>One Pass Routine</u> = – 0.1 UTL
UTL	ORANGE Card (- 0.1)	UTL	ORANGE Card (- 0.1)	UTL	ORANGE Card (- 0.1)

(3.3) BARS	UB	(4.3) BEAM	BB	(5.4) FLOOR	FX
2.303 Uprise Handstand + ½ t.	= D	2.202 Straddle 1/4t. (cross – side; side – cross)	= C	6.201 Front Pike Salto	= A
<b>2.401</b> Cast Handstand 1½ t. IN (Miller)	= E	2.307 Ring (leap/jump) / Stag Ring (leap/jump)	= D		
<b>2.403</b> Uprise Handstand 1½ t. IN (Reeder)	= E				
<b>4.403</b> Back Giant Hst. 1½ t. IN (Dawes)	= E	2.404 Tourjete ¼ t.	= E	1.310 Ring Jump 1/1t.	= D
2.301 Cast Handstand + 1/1t. Healy	= D	2.405 Switch Side Leap ¼ t.	= E	1.310 Stag-Ring Jump 1/1t.	= D
2.303 Uprise Handstand + 1/1t. Healy	= D			<b>1.410</b> Ring Jump 1/1t.	= D
3.305 Clear Hip Handstand + 1/1t. Healy	= D	3.401 Double Turn (on 1 foot)	= E		
4.303 Back Giant Circle + 1/1t. Healy	= D	3.406 Double Tuck stand (Wolf) Turn + 2-1/2t.	= E		
5.302 Front Giant Circle + 1/1t. Healy	= D			1.305 Switch Side 1/2 t.	= D
<b>6.301</b> Front Stalder Circle + 1/1t. Healy	= D	8.301 Front Salto – One Leg to Sit	= D	1.305 Switch Side 3/4 t.	= D
<b>6.304</b> Back Stalder Circle + 1/1t. Healy	= D				
7.308 Front Sole Circle (Hst.) + 1/1t. Healy	= D	8.304 Back Salto – Layout step-out	= D		
7.309 Back Sole Circle (Hst.) + 1/1t. Healy	= D	8.304 Back Salto – Layout 2 ft. w/ Pike Down	= D		
<b>3.401 LB – Clear Hip HS → HB</b>	= E				
<b>6.405 LB – B. Stalder HS → HB</b>	= E	9.304 Front Salto Tuck/Stretch 1½ t. (off 2 ft.)	= D		
8.301 HB – Back Stalder Front T/P ½ t.	= D	9.404 Front Salto Stretch 2/1t.	= E		
8.301 HB – Clear Support Front T/P ½t.	= D				
8.303 Back Layout Flyaway 2/1t.	= D	9.306 Back Salto 2/1t. (Double Full Twist)	= D		
8.307 Front Layout Flyaway 1-1/2t.	= D				
8.407 Front Layout Flyaway 2/1t.	= E	9.308 Gainer Back Salto T/S 1½ t. (side)	= D		
8.404 Flyaway – Double Tuck ½ t.	= E	9.309 Gainer Back Salto Tuck – 1/1t. off END	= D		
<b>6.304 Back Stalder</b> Circle with or w/o ½ t.	= D	9.408 Gainer Back Salto 2/1t. – 2½ t. (side)	= E		

NCAA 2025 – RANGE of SCORES and CONNECTION VALUES

(3.4) BARS	CV	(4.4) BEAM	CV	(5.5) FLOOR	CV
<b>#7.410 Maloney → #4.406 Pak Salto</b>	+ 0.1	<b>B - Dismounts</b> (No Connection Value)	<b>0.0</b>	Turn / Jump C + C	+ 0.1
<b>#7.410 Maloney → #4.404 Bail to HS</b>	+0.1	<b>B + C (C-Salto)</b> (No Connection Value)	<b>0.0</b>	Turn / Jump C + D	+ 0.2
<b>(3.5) BARS</b>	D/E	<b>B + D</b> (*Any Flic + Layout <b>or</b> Front Aerial)	<b>0.0</b>		
Same Bar “D” Release	+ 0.1	* Flic., Gainer or Swing Down (any order)		F. Lay + F. Layt <b>B + B</b>	<b>NO</b>
Any “E” Release	+ 0.1	* Back Layout or Front Aerial (“C”) for CV		Acro Direct C + C	+ 0.3
		<b>B + D</b> (Flic, Layout 2ft. w/ Pike Down)	+ 0.1		
<b>(1.9.f.) RANGE of SCORES</b>		<b>B + B + D</b> (Flic, Flic, Layout or Front Aerial)	+ 0.1	<b>(5.6) FLOOR</b>	<b>D/E</b>
<b>9.8 – 10.00 = 0.1</b>		<b>B + D</b> (Roundoff + Layout Step-out)	+ 0.2	<b>Last Salto = (E) Acro</b>	+ 0.1
9.5 – <b>9.775 = 0.2</b>		<b>B + D</b> (Dance + Layout Step-out)	+ 0.2	<b>Last Salto (2 Acro Pass)</b>	
9.0 – 9.475 = <b>0.3</b>		<b>B + B + C</b> (no dismounts) = <b>Additional Bonus</b>	+ 0.1	<b>Double Salto + CV Salto</b>	+ 0.1
8.0 – 8.975 = <b>0.5</b>		<b>B-Acro → C-Dismount</b>	+ 0.1	Last Salto (3 Acro Pass)	
Below 8.00 = <b>1.0</b>		<b>C-Dance → C-Dismount</b>	+ 0.1	<b>Double Salto</b>	+ 0.1

**(1.1) – Rules & Modifications**

	No other Special Requirements or Composition deductions apply..
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**(1.2) – Level 10 Rules**

	Rules & Mods take precedent over Dev rules.
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**(1.3) – New Vault Values**

	Vault not listed must submit video and description.
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**(1.4) – New Element Evaluation**

	New Element Evaluation Form submit to their USAG RTCC and RDPCC for Value Part Credit.
a.	RTCC will send final evaluation to the coach.
b.	Copy presented to MR or CJ prior to competition.
c.	Copy sent to Rules Interpreter.
d.	Link to the form in the Rules and Mods.

**(1.5) – Execution, SV, UTL, & Finish**

	All Execution deductions apply to Level 10 except:
a.	9.4 Start Value + 0.6 Bonus (UB, BB, FX) CV (min. +0.1) and D/E (min. +0.1) = up to 0.6 max.
b.	UTL “Up to the competition Level” = <b>0.1</b>
c.	VT, UB, BB Dismount → <b>Finish Position = 0.05</b> <b>Legs straight, Arms Up, Hold 1-second.</b>
	1. Facing Direction of VT landing / UB, BB dism.
	2. Falls on landing = no finish position deduction
	3. Landing deductions taken until finish held.
	4. Held without movement (arms above shoulders)

**(1.6) – Verbal Cues / Coaching**

<b>0.2</b>	Verbal Cue by Coach to own gymnast, after warning
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**(1.7) – Injury Assessment**

	May add additional time, up to two (2) minutes to assess an injury. Resume the routine, the <b>45 second fall time</b> will begin after the injury assessment ends..
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**(1.8) – Competing Out of Order**

<b>0.1</b>	<b>Out of Order – TEAM deduction</b>
a.	Prior to event – change order (Score Table & CJ)
b.	Event started – substitution is same position(CJ)
b.	Signal CJ – may not substitute athlete with another.

**(1.9) – Open Scoring & Range of Scores**

a.	<b>OPEN SCORING</b> during Regular Season, Regional and National Championships.
b.	Judges are to sit apart (except 6 judge panels, UB, VT)
c.	Judges score flashed & rotated. Average raised & rotated.
d.	Score, SV, UTL Final Score is simultaneously flashed.
e.	Score verification at Regionals and Nationals.
f.	<b>RANGE OF SCORES:</b>
	• <b>9.8 – 10.00 = 0.1 (reg. season) 0.2 (post season)</b>
	• <b>9.5 – 9.775 = 0.2</b>
	• 9.0 = 9.475 = 0.3
	• 8.0 – 8.975 = 0.5
	• Below 8.00 = 1.0
g.	<b>CONFERENCES – should occur if ...</b>
	1. Two counting scores out of range.
	2. Impossible Start Value impacts the Ave.
	3. Impossible UTL impacts the Ave.
	4. Inquiry Submitted

**(1.9) – Incomplete Routines**

h.	<b>INCOMPLETE ROUTINES:</b>
	• Calculate SV and Scores and submit to CJ.
	• If - Impossible SV or Scores Out of Range: CJ may <b>POSTPONE</b> the Conference to the end of the rotation.
	1. <b>“Delayed Conference”</b> Red Card displayed.
	2. <b>Conference at the end of the rotation to complete the scores.</b> Transition period should allow enough time.

**(1.10) – Uniforms**

<b>0.3</b>	<b>Out of Uniform</b>
<b>a.</b>	<b>Identical uniforms</b>
<b>b.</b>	One-piece (long sleeve or sleeveless) tank leotard. <b>No bathing suits are permitted.</b>
<b>c.</b>	<b>Spandex shorts / leggings (identical) are allowed.</b>

**(1.11) – Jewelry**

	<b>Only stud piercings allowed</b> (no limit).
	No other jewelry is permitted
<b>0.2</b>	<b>Warning, deduct off event score (each occurrence).</b>

**(1.12) – Unsportsmanlike Conduct**

	Panel Judge, Chief Judge or Meet Referee can issue <b>Yellow card.</b>
<b>a.</b>	Warning to <b>Coach, Student-Athlete</b> or <b>Staff</b> member. Notify <b>Head Coach.</b>
<b>b.</b>	2 <sup>nd</sup> Yellow Card to same or different team member results in <b>0.1 TEAM deduction.</b>
<b>c.</b>	<b>Coach with 1<sup>st</sup> and 2<sup>nd</sup> Yellow card</b> may remain for safety purposes (spotting, equipment)
<b>d.</b>	Meet Referee will submit <b>Yellow Card Incident Report</b> (warnings and infractions) to National Assigner and Chair of WCGA Ethics Committee. See Supplemental Procedures and Forms.
<b>e.</b>	<b>1<sup>st</sup> Misconduct = Yellow Card</b> warning. <b>Athlete, Staff, Coach may receive a warning.</b> First offense = Yellow Card
<b>0.1</b>	<b>2<sup>nd</sup> Misconduct = Team Deduction</b> Second offense = Team Deduction

**(7.1) – Routine Inquiries** (*written or video*)

<b>a.</b>	<b>Written / Video – Regular and post season based on:</b>
	<ul style="list-style-type: none"> <li>• <b>Start Value</b> (SR, VP, Bonus)</li> <li>• <b>UTL</b></li> <li>• <b>Specific (flat) Composition</b></li> <li>• <b>Neutral Deductions</b></li> <li>• <b>Unusual Performance / Occurrence</b></li> </ul>
	<b>10.0 SV, only inquiry</b> about UT, Comp, Neutral, Usual
<b>b.</b>	Submitted before the next event. <b>No limit</b> in the number.
<b>c.</b>	<b>Video may accompany</b> written inquiry. May <u>not</u> submit both written & video for same routine. May consult MR.
<b>d.</b>	<b>If MR did not observe routine</b> , MR may view video one time in regular speed and refrain from commenting.
<b>e.</b>	Judges evaluate categories in question on the inquiry form, Elements under review may be subject to additional deductions as a result in SV changes. <b>Inquiry may change (raise, same, or lower score).</b>
<b>f.</b>	Video inquiry may be viewed in <b>regular or slow motion</b> and <b>multiple times.</b>
<b>g.</b>	Process inquiries prior to the start of the next event. <b>MR may offer counsel.</b> MR will make final decision with <b>split decisions.</b>
<b>h.</b>	MR returns completed inquiry to the Coach. If unsatisfactory, <b>Coach may submit a Video Review</b> at the end of the competition. If the score is changed, Coach may <u>not</u> request an additional Video Review.

**(7.3) Routine Summaries** (*after the meet*)

<b>a.</b>	Additional <b>information from the judges</b> to the coaches.
<b>b.</b>	<b>Allowed (6) per team</b> , may provide (1) with video.
<b>c.</b>	Coach provides <b>element information</b> (one per judge).
<b>d.</b>	After the scoresheet is signed, MR distributed forms. Complete <b>independently in writing</b> , not shorthand.
<b>e.</b>	<b>MR may communicate</b> general information to coaches.

**During all NCAA competition** in the event an inquiry response is unsatisfactory to the **Coach**, a video may be used for the purpose of review under the following conditions:

- a. Each **Team** is allowed **ONE** (1) review per meet.
- b. When an **equipment failure** 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 **Team video** or **TV production footage** must be used for the review. The video may be taken from any vantage point.
- d. All reviews must be specific to the
  - Performance or Nonperformance of a particular Special Requirement VALUE PART,
  - **Combination** of elements,
  - **UTL** or
  - **Neutral Deductions** (i.e., out of bounds).
- e. Reviews may **not** be used to evaluate a question of execution, composition deductions. These requests will result in a **0.1 deduction**.
- 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 **Meet Director** or host institution designee **within 5 minutes** following the conclusion of the meet (as determined by the **final score posted** OR the return of the **final inquiry**, whichever is later). 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), 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 **on the competition floor**. 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 is successful, the **INDIVIDUAL’S** score will be adjusted accordingly and the **TEAM** score if it is a counting score.
- 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 Scoresheet**, and the **Meet Director** will deliver the VRF to the coach.
- k. If a score is changed during an **INQUIRY** or **VIDEO REVIEW**, the skill or connection under review is subject to additional deductions for incompleteness or rhythm.
- l. Decisions rendered by the **Judges’ Review Panel** are final and **cannot** be overturned