

1.1 – Rules & Modifications

	No other Special Requirements or Composition deductions
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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

	Submit New Element Evaluation Form.
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 (Level 10), 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 Competition Level” = 0.1 (0 VP = -0.1 UTL)
c.	VT, UB, BB Dismount → Finish Position = 0.05 Legs straight, Arms Up, Hold 1-second.
	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

0.2	Verbal Cue by Coach to own gymnast, after warning (TND).
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1.7 – Injury Assessment

VT	Chief Judge will monitor an up-to-two (2) minute injury assessment.
UB	
BB	45 second fall time will begin after the injury assessment ends.
FX	Resume the routine at point of interruption,

1.8 – Competing Out of Order

0.1	Out of Order – TEAM deduction
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.	OPEN SCORING during Regular Season, Regional and National Championships.
b.	Judges are to sit separately with a gap between judges.
c.	Judges score flashed & rotated or displayed on a unit.
d.	Score, SV, UTL Final Score is simultaneously flashed.
e.	Score verification at Regionals and Nationals.
f.	RANGE OF SCORES:
	• 9.8 – 10.00 = 0.1 (reg. season) 0.2 (post season)
	• 9.5 – 9.775 = 0.2
	• 9.0 = 9.475 = 0.3
	• 8.0 – 8.975 = 0.5
	• Below 8.00 = 1.0
g.	CONFERENCES – Panel or Chief Judge may call, if
	1. Counting scores out of range.
	2. Impossible Start Value.
	3. Impossible UTL impacts the Ave.
	4. Impossible Score identified (errors not applied).
	5. Input Error or Team Neutral Deduction (TND)
	6. Inquiry Submitted

1.9 – Incomplete Routines

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

1.10 – Uniforms

0.2	Out of Uniform Team (TND) or Individual (ND) if alone.
a.	Identical uniforms
b.	Name and/or Number on Apparel (see requirements)
c.	One-piece (long sleeve or sleeveless) tank leotard. No bathing suits are permitted.
d.	Spandex shorts / leggings (identical) are allowed.
e.	MR tells Head Coach that Gymnast must comply. -0.2 (TND) TEAM if gymnast does not comply.

1.11 – Jewelry

	Only stud piercings allowed (no limit), without dangling.
	No other jewelry is permitted
0.2	Warning. Deduct off event score (each time).

1.12 – Unsportsmanlike Conduct

	Judge, Chief Judge, Meet Referee can issue Yellow card.
a.	1st Misconduct = Yellow Card warning.
b.	2nd Misconduct = -0.1 TEAM (TND) deduction.
c.	Coach 1st + 2nd Yellow card may remain (spot, equip.)
d.	Meet Referee submits Yellow Card Incident Report Appendix II, B.2. Ethics Committee Process.

1.13 – **Team Neutral Deductions (TND)**

a. Panel discussion & decide	f. Coach may submit Inquiry
b. Chief Judge → M.R.	g. Judges verify on scoresheet
c. M.R. → Scoring Table	h. MR submits report form
d. M.R. → Meet Director	i. Exhibitions do <u>not</u> apply.
e. M.R. → Head Coaches (each)	

7.1 – Routine Inquiries (*written or video*)

a.	Written / Video – Regular and post season based on:
	• Start Value (SR, VP, Bonus)
	• UTL
	• Specific (flat) Composition
	• Neutral Deductions, TND, Unusual Occurrence.
	• Scores Out of Range
	• If 10.0 SV = only UTL, Comp., ND, TND , Unusual.
b.	Submit before next event or 6 min. after final. No limit.
c.	Video may accompany written inquiry. May <u>not</u> submit both written & video for same routine. May consult MR.
d.	If MR did not observe routine , MR may view video one time in regular speed and refrain from commenting.
e.	Judges evaluate categories in question on the inquiry form, Elements under review may be subject to additional deductions as a result in SV changes. Inquiry may change (raise, same, or lower score).
f.	Video inquiry may be viewed in regular or slow motion and multiple times.
g.	Process inquiries prior to start of the next event (6min?) MR may offer counsel. MR will make final decision with split decisions.
h.	MR returns completed inquiry to the Coach. If unsatisfactory, Coach may submit a Video Review form at the end of the competition.

7.3 – Routine Summaries *submit within 5 minutes after last score is posted or inquiry completed.*

a.	Additional information from the judges to the coaches.
b.	Allowed (6) per team , may provide (1) with video.
c.	Coach provides element information (one per judge).
d.	After the scoresheet is signed, MR distributed forms. Complete independently and view video separately.
e.	MR may communicate general information to coaches.

6.2 – Equipment Penalties (TND) Team Neutral Deductions

<p>a. All equipment must be used as intended by the manufacturer.</p> <p><u>Examples of misuse:</u></p> <ul style="list-style-type: none"> • springboard on top of the vault table, • scratching marks into the beam, • using mats while folded improperly, or • other improper use that may damage equipment. <p>-0.2 TND may be incurred for improper use of equipment per manufacturing specifications.</p>	<p>e. No more than two supplemental mats are permitted on the Floor Exercise at one time.</p> <p>Only one sting mat or 4-inch supplemental mat may be used per tumbling pass/leap combination (i.e. a gymnast may <u>not</u> punch off one mat and land on another).</p> <p>Sting mat may be placed on top of or under a 4-inch mat, and these stacked mats count as the two supplemental mats permitted on the Floor Exercise at one time.</p> <p>Two sting mats cannot be stacked.</p> <p>-0.2 TND (each time) Incorrect use of supplemental mats.</p>
<p>b. Foreign substances may NOT be placed on the hands and/or feet of the gymnasts or any piece of equipment (honey and sugar, tuff skin, etc.).</p> <p>Water, Chalk, AAI solutions and AAI hand Tac/10 towels are the only acceptable substances.</p> <p>-0.2 TND (one-time) use of foreign substances.</p>	<p>f. Equipment Penalties on the applicable event:</p> <p>-0.2 TND (each time).</p>
<p>c. Failure to correctly apply the Vault landing lines on the top landing mat surface (2.8 Rules Modifications).</p> <p>-0.2 TND (each time) fail to apply VT lines correctly.</p>	<p>1. Incorrect use of tape/chalk on equipment, to include:</p>
<p>d. If a supplemental mat used on floor exercise exceeds the boundary lines, the mat must be clearly marked with tape (not chalk) to indicate the actual boundary lines.</p> <p>-0.2 TND (each time) failure to correctly mark the line.</p> <p>If the supplemental mat is relocated during the routine so that the boundary lines taped on the mat are no longer aligned with the floor exercise boundary lines, and it is used by the athlete during the routine in this configuration,</p> <p>-0.2 TND (each time) failure to align the lines.</p>	<p>a. chalk on Vault runway (tape/Velcro allowed).</p>
<p>1. Coach allowed to step within the boundaries of the Floor Exercise to place, adjust or remove a supplemental mat, or to remove any object which may impede or endanger the athlete. No deduction.</p>	<p>b. tape on Beam.</p>
	<p>c. tape or Velcro within the boundary lines on FX. (small tape on corners of two-tone carpet allowed).</p>
	<p>d. tape on the hand placement mat (RO pad) VT.</p>
	<p>2. Use of unauthorized supplemental mats.</p> <p>10” total matting on landing mat is permitted.</p> <p>Maximum stack on VT, UB, BB</p> <ul style="list-style-type: none"> • two 4-inch landing mats + 1-2 inch sting mat, OR • 8-inch skill cushion + 1-2 inch sting mat.
	<p>3. Use of hand placement mat for traditional forward approach vaults (VT).</p>
	<p>4. Use of a springboard on an unauthorized surface (such as an 8-inch skill cushion).</p>
	<p>5. Failure to remove the board/mounting apparatus.</p>
	<p>6. Failure to remove an authorized spotting device. .</p>
	<p>7. Using incorrect apparatus specifications (including springboard configuration).</p>

(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 OR 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) (“C”) Flight element (“D”) Flight element (2 different)	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 Board → Goes over = Vault	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 (“C”) Dismount must be preceded by minimum (“C”) element	4. Turn – minimum 360° Group 3, no hand support	4. Minimum of two (2) Acro Passes performed on two (2) different diagonals.
2.7 Deduct 0.5 vault w/o signal 2.8 White Lines (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

2026 –EQUIPMENT SPECIFICATIONS

(6.1) VAULT	(6.1) BARS	(6.1) BEAM	(6.1) 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 and same color tape (2 color carpet) 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	Broken / Torn Grips: gymnast may repeat at the end of team rotation. Judge from point of interruption. No fall deduction with broken grip.	End Cap comes off during dismount: <u>not</u> equipment failure. May repeat dismount with deduction for fall, etc.	From outside tape line / border 12m x 12 m + 3cm (1200-1230 cm) 39' 4.5" to 39'5.5" each side 55'8.0"to 55'10.0" diagonal
Max. 10" Supplemental Mats	Max. 10" Supplemental Mats Minimum Mounting mats (27'6")	Max. 10" Supplemental Mats Minimum Mounting mats (27'6")	
Two (2) alternate skill cushions Pit Pillow throw mats (4'x 6'x 8") permitted for any event warm-up.	Pit Pillow throw mats (4'x 6'x 8") permitted for Bar Releases in addition to 8" skill cushion.	.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 ok	Mount w/Board on 4" + Sting Mat ok	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) = OK

UB	(3.2) BARS	BB	(4.2) BEAM	FX	(5.2) FLOOR
	Lack of Variety in Choice of Elements or Connections (REMOVED 2025 - 2026)	<u>0.1</u> <u>0.1</u>	Lack of Variety in Choice of Acro <ul style="list-style-type: none"> Min. ("A") Backward Acro 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 	<u>0.1</u> <u>0.1</u>	Lack of Variety in Choice of Acro <ul style="list-style-type: none"> Min. ("A") Backward Salto Min. ("A") Forward/Sideward Salto NO AERIALS Ex. Butterfly = Aerial
<u>0.05</u>	Insufficient Distribution of Elements <ul style="list-style-type: none"> Difficulty not maintained thru-out Most difficult in same section 	<u>0.05</u>	Insufficient Distribution of Elements <ul style="list-style-type: none"> Difficulty not maintained thru-out Most difficult in same section 	<u>0.05</u>	Insufficient Distribution of Elements <ul style="list-style-type: none"> Difficulty <u>not</u> maintained thru-out Most difficult in same section
<u>0.1</u> (each) <u>0.1</u> (each)	Uncharacteristic Elements <ul style="list-style-type: none"> Squat on LB – ½ t. on feet → HB HB swing forward → LB stand with or without ½ turn, <u>unless followed by circle move.</u> Forward ¾ Giant Circle (> 20°) <ul style="list-style-type: none"> with or without grip change will break a connection 	<u>0.05</u> <u>0.05</u> <u>0.05</u>	Insufficient Use of Entire Beam <ul style="list-style-type: none"> Spatial – entire length of beam Direction – forward/back/side (choreo.) Level Changes throughout high off, standing, semi-low, low, no longer required to touch torso 	<u>0.05</u>	Insufficient Use of Floor Area <ul style="list-style-type: none"> Spatial – floor pattern
<u>0.1</u> (each)	Squat/Stoop on LB to grasp HB <ul style="list-style-type: none"> with or without sole circle more than one (1) receives deduction after a fall, allowed to squat-on without a deduction 		UTL: Acro Flight Series broken: (balance error, extra steps, or stop) = No CV, NO SR. (with additional D/E Acro or E dance) = OK UTL.	<u>0.1</u>	Lack of Variety in Choice of Dance <ul style="list-style-type: none"> Lack of Dance Bonus (Groups 1 or 2) CV + 0.1 minimum <u>or</u> D/E Bonus Element
<u>0.1</u>	Choice of Elements (UTL) not up to the competitive level: <u>One (1) of the following:</u> <ul style="list-style-type: none"> Single Bar ("D") Release One ("E") Release min. 2 ("D") Releases min. 2 ("E") Level Skills (excluding dismounts). AND minimum ("D") Dismount <u>or</u> ("C") Dismount with CV Bonus.	<u>0.1</u>	Choice of Elements (UTL) not up to the competitive level: <ul style="list-style-type: none"> Flight Series must end <u>on</u> the Beam (<u>not</u> in dismount series). Flight Series performed <u>on</u> the beam without Connection Value: <ul style="list-style-type: none"> ✓ Additional ("D") Acro ✓ <u>or</u> ("E") Dance required. ✓ ("D/E") Acro → Dismount will <u>not</u> fulfill UTL for Additional D/E ✓ Mounts and Dismounts included 	<u>0.1</u>	Choice of Elements (UTL) not up to the competitive level: <u>All Floor Routines:</u> <ul style="list-style-type: none"> One ("E") Acro / Dance (OR) Two (2) diff. ("D") elements (1) Acro Last Salto ("C") + 0.1 CV <u>or</u> ("D/E") <u>Two (2) Acro Pass Routine:</u> (any order) <ul style="list-style-type: none"> One Pass – minimum ("D") Acro Other Pass ("D/E") <u>or</u> + 0.2 CV <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
2.301 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 + ½ t.	= D	2.307 Ring (leap/jump) / Stag Ring (leap/jump)	= D		
2.303 Uprise Handstand + 1/1t. Healy	= D				
3.305 Clear Hip Handstand + 1/1t. Healy	= D	2.404 Tourjete ¼ t.	= E	1.310 Ring Jump 1/1t.	= D
4.303 Back Giant Circle + 1/1t. Healy	= D	2.405 Switch Side Leap ¼ t.	= E	1.310 Stag-Ring Jump 1/1t.	= D
4.403 Back Giant Hst. 1½ t. IN (Dawes)	= E				=
5.302 Front Giant Circle + 1/1t. Healy	= D	3.401 Double Turn (on 1 foot)	= E		
6.304 Back Stalder Circle with or w/o ½ t.	= D	3.406 Double Tuck stand (Wolf) Turn + 2-1/2t.	= E		
6.304 Back Stalder Circle + 1/1t. Healy	= D			1.305 Switch Side 1/2 t.	= D
7.308 Front Sole Circle (Hst.) + 1/1t. Healy	= D	8.301 Front Salto – One Leg to Sit	= D	1.305 Switch Side 3/4 t.	= D
7.309 Back Sole Circle (Hst.) + 1/1t. Healy	= D				
		8.304 Back Salto – Layout step-out	= D		
2.401 Cast Handstand 1½ t. IN (Miller)	= E	8.304 Back Salto – Layout 2 ft. w/ Pike Down	= D		
2.403 Uprise Handstand 1½ t. IN (Reeder)	= E				
3.401 LB – Clear Hip HS → HB (Shapos)	= E	9.304 Front Salto Tuck/Stretch 1½ t. (off 2 ft.)	= D		
6.405 LB – B. Stalder HS → HB (Chow)	= E	9.404 Front Salto Stretch 2/1t.	= E		
8.301 HB – Clear Support Front Tuck ½t.	= 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		
8.407 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 2026 – RANGE of SCORES and CONNECTION VALUES

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

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	No other Special Requirements or Composition deductions
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1.2 – Level 10 Rules

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1.3 – New Vault Values

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	Submit New Element Evaluation Form.
a.	RTCC will send final evaluation to the coach.
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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 Competition Level” = 0.1 (0 VP = -0.1 UTL)
c.	VT, UB, BB Dismount → Finish Position = 0.05 Legs straight, Arms Up, Hold 1-second.
	1. Facing Direction of VT landing / UB, BB dism.
	2. Falls on landing = no finish position deduction
	3. Landing deductions taken until finish held.
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1.6 – Verbal Cues / Coaching

0.2	Verbal Cue by Coach to own gymnast, after warning (TND).
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VT	Chief Judge will monitor an up-to-two (2) minute injury assessment.
UB	
BB	45 second fall time will begin after the injury assessment ends.
FX	Resume the routine at point of interruption,

1.8 – Competing Out of Order

0.1	Out of Order – TEAM deduction
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.	OPEN SCORING during Regular Season, Regional and National Championships.
b.	Judges are to sit separately with a gap between judges.
c.	Judges score flashed & rotated or displayed on a unit.
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a.	Identical uniforms
b.	Name and/or Number on Apparel (see requirements)
c.	One-piece (long sleeve or sleeveless) tank leotard. No bathing suits are permitted.
d.	Spandex shorts / leggings (identical) are allowed.
e.	MR tells Head Coach that Gymnast must comply. -0.2 (TND) TEAM if gymnast does not comply.

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	No other jewelry is permitted
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1.13 – **Team Neutral Deductions (TND)**

a. Panel discussion & decide	f. Coach may submit Inquiry
b. Chief Judge → M.R.	g. Judges verify on scoresheet
c. M.R. → Scoring Table	h. MR submits report form
d. M.R. → Meet Director	i. Exhibitions do <u>not</u> apply.
e. M.R. → Head Coaches (each)	

7.1 – Routine Inquiries (*written or video*)

a.	Written / Video – Regular and post season based on:
	• Start Value (SR, VP, Bonus)
	• UTL
	• Specific (flat) Composition
	• Neutral Deductions, TND, Unusual Occurrence.
	• Scores Out of Range
	• If 10.0 SV = only UTL, Comp., ND, TND , Unusual.
b.	Submit before next event or 6 min. after final. No limit.
c.	Video may accompany written inquiry. May <u>not</u> submit both written & video for same routine. May consult MR.
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7.3 – Routine Summaries *submit within 5 minutes after last score is posted or inquiry completed.*

a.	Additional information from the judges to the coaches.
b.	Allowed (6) per team , may provide (1) with video.
c.	Coach provides element information (one per judge).
d.	After the scoresheet is signed, MR distributed forms. Complete independently and view video separately.
e.	MR may communicate general information to coaches.

6.2 – Equipment Penalties (TND) Team Neutral Deductions

<p>a. All equipment must be used as intended by the manufacturer.</p> <p><u>Examples of misuse:</u></p> <ul style="list-style-type: none"> • springboard on top of the vault table, • scratching marks into the beam, • using mats while folded improperly, or • other improper use that may damage equipment. <p>-0.2 TND may be incurred for improper use of equipment per manufacturing specifications.</p>	<p>e. No more than two supplemental mats are permitted on the Floor Exercise at one time.</p> <p>Only one sting mat or 4-inch supplemental mat may be used per tumbling pass/leap combination (i.e. a gymnast may <u>not</u> punch off one mat and land on another).</p> <p>Sting mat may be placed on top of or under a 4-inch mat, and these stacked mats count as the two supplemental mats permitted on the Floor Exercise at one time.</p> <p>Two sting mats cannot be stacked.</p> <p>-0.2 TND (each time) Incorrect use of supplemental mats.</p>
<p>b. Foreign substances may NOT be placed on the hands and/or feet of the gymnasts or any piece of equipment (honey and sugar, tuff skin, etc.).</p> <p>Water, Chalk, AAI solutions and AAI hand Tac/10 towels are the only acceptable substances.</p> <p>-0.2 TND (one-time) use of foreign substances.</p>	<p>f. Equipment Penalties on the applicable event:</p> <p>-0.2 TND (each time).</p>
<p>c. Failure to correctly apply the Vault landing lines on the top landing mat surface (2.8 Rules Modifications).</p> <p>-0.2 TND (each time) fail to apply VT lines correctly.</p>	<p>1. Incorrect use of tape/chalk on equipment, to include:</p>
<p>d. If a supplemental mat used on floor exercise exceeds the boundary lines, the mat must be clearly marked with tape (not chalk) to indicate the actual boundary lines.</p> <p>-0.2 TND (each time) failure to correctly mark the line.</p> <p>If the supplemental mat is relocated during the routine so that the boundary lines taped on the mat are no longer aligned with the floor exercise boundary lines, and it is used by the athlete during the routine in this configuration,</p> <p>-0.2 TND (each time) failure to align the lines.</p>	<p>a. chalk on Vault runway (tape/Velcro allowed).</p>
<p>1. Coach allowed to step within the boundaries of the Floor Exercise to place, adjust or remove a supplemental mat, or to remove any object which may impede or endanger the athlete. No deduction.</p>	<p>b. tape on Beam.</p>
	<p>c. tape or Velcro within the boundary lines on FX. (small tape on corners of two-tone carpet allowed).</p>
	<p>d. tape on the hand placement mat (RO pad) VT.</p>
	<p>2. Use of unauthorized supplemental mats.</p> <p>10” total matting on landing mat is permitted.</p> <p>Maximum stack on VT, UB, BB</p> <ul style="list-style-type: none"> • two 4-inch landing mats + 1-2 inch sting mat, OR • 8-inch skill cushion + 1-2 inch sting mat.
	<p>3. Use of hand placement mat for traditional forward approach vaults (VT).</p>
	<p>4. Use of a springboard on an unauthorized surface (such as an 8-inch skill cushion).</p>
	<p>5. Failure to remove the board/mounting apparatus.</p>
	<p>6. Failure to remove an authorized spotting device. .</p>
	<p>7. Using incorrect apparatus specifications (including springboard configuration).</p>

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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. **Team video** or **television production** footage must be used for the review. The video may be taken from any vantage point. **The same or different video may be submitted for the Video Review.**

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) & **TND**.

e. Reviews may **not** be used to evaluate a question of execution, composition deductions. These requests will result in a **0.1 deduction Team (TND)**.

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

UB	(3.2) BARS	BB	(4.2) BEAM	FX	(5.2) FLOOR
	Lack of Variety in Choice of Elements or Connections (REMOVED 2025 - 2026)	0.1 0.1	Lack of Variety in Choice of Acro <ul style="list-style-type: none"> Min. ("A") Backward Acro 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 	0.1 0.1	Lack of Variety in Choice of Acro <ul style="list-style-type: none"> Min. ("A") Backward Salto Min. ("A") Forward/Sideward Salto NO AERIALS Ex. Butterfly = Aerial
0.05	Insufficient Distribution of Elements <ul style="list-style-type: none"> Difficulty not maintained thru-out Most difficult in same section 	0.05	Insufficient Distribution of Elements <ul style="list-style-type: none"> Difficulty not maintained thru-out Most difficult in same section 	0.05	Insufficient Distribution of Elements <ul style="list-style-type: none"> Difficulty <u>not</u> maintained thru-out Most difficult in same section
0.1 (each) 0.1 (each)	Uncharacteristic Elements <ul style="list-style-type: none"> Squat on LB – ½ t. on feet → HB HB swing forward → LB stand with or without ½ turn, <u>unless followed by circle move.</u> Forward ¾ Giant Circle (> 20°) <ul style="list-style-type: none"> with or without grip change will break a connection 	0.05 0.05 0.05	Insufficient Use of Entire Beam <ul style="list-style-type: none"> Spatial – entire length of beam Direction – forward/back/side (choreo.) Level Changes throughout high off, standing, semi-low, low, no longer required to touch torso 	0.05	Insufficient Use of Floor Area <ul style="list-style-type: none"> Spatial – floor pattern
0.1 (each)	Squat/Stoop on LB to grasp HB <ul style="list-style-type: none"> with or without sole circle more than one (1) receives deduction after a fall, allowed to squat-on without a deduction 		UTL: Acro Flight Series broken: (balance error, extra steps, or stop) = No CV, NO SR. (with additional D/E Acro or E dance) = OK UTL.	0.1	Lack of Variety in Choice of Dance <ul style="list-style-type: none"> Lack of Dance Bonus (Groups 1 or 2) CV + 0.1 minimum <u>or</u> D/E Bonus Element
0.1	Choice of Elements (UTL) not up to the competitive level: <u>One (1) of the following:</u> <ul style="list-style-type: none"> Single Bar ("D") Release One ("E") Release min. 2 ("D") Releases min. 2 ("E") Level Skills (excluding dismounts). AND minimum ("D") Dismount <u>or</u> ("C") Dismount with CV Bonus.	0.1	Choice of Elements (UTL) not up to the competitive level: <ul style="list-style-type: none"> Flight Series must end <u>on</u> the Beam (<u>not</u> in dismount series). Flight Series performed <u>on</u> the beam without Connection Value: <ul style="list-style-type: none"> ✓ Additional ("D") Acro ✓ <u>or</u> ("E") Dance required. ✓ ("D/E") Acro → Dismount will <u>not</u> fulfill UTL for Additional D/E ✓ Mounts and Dismounts included 	0.1	Choice of Elements (UTL) not up to the competitive level: <u>All Floor Routines:</u> <ul style="list-style-type: none"> One ("E") Acro / Dance (<u>OR</u>) Two (2) diff. ("D") elements (1) Acro Last Salto ("C") + 0.1 CV <u>or</u> ("D/E") <u>Two (2) Acro Pass Routine:</u> (any order) <ul style="list-style-type: none"> One Pass – minimum ("D") Acro Other Pass ("D/E") <u>or</u> + 0.2 CV <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
2.301 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 + ½ t.	= D	2.307 Ring (leap/jump) / Stag Ring (leap/jump)	= D		
2.303 Uprise Handstand + 1/1t. Healy	= D				
3.305 Clear Hip Handstand + 1/1t. Healy	= D	2.404 Tourjete ¼ t.	= E	1.310 Ring Jump 1/1t.	= D
4.303 Back Giant Circle + 1/1t. Healy	= D	2.405 Switch Side Leap ¼ t.	= E	1.310 Stag-Ring Jump 1/1t.	= D
4.403 Back Giant Hst. 1½ t. IN (Dawes)	= E				=
5.302 Front Giant Circle + 1/1t. Healy	= D	3.401 Double Turn (on 1 foot)	= E		
6.304 Back Stalder Circle with or w/o ½ t.	= D	3.406 Double Tuck stand (Wolf) Turn + 2-1/2t.	= E		
6.304 Back Stalder Circle + 1/1t. Healy	= D			1.305 Switch Side 1/2 t.	= D
7.308 Front Sole Circle (Hst.) + 1/1t. Healy	= D	8.301 Front Salto – One Leg to Sit	= D	1.305 Switch Side 3/4 t.	= D
7.309 Back Sole Circle (Hst.) + 1/1t. Healy	= D				
		8.304 Back Salto – Layout step-out	= D		
2.401 Cast Handstand 1½ t. IN (Miller)	= E	8.304 Back Salto – Layout 2 ft. w/ Pike Down	= D		
2.403 Uprise Handstand 1½ t. IN (Reeder)	= E				
3.401 LB – Clear Hip HS → HB (Shapos)	= E	9.304 Front Salto Tuck/Stretch 1½ t. (off 2 ft.)	= D		
6.405 LB – B. Stalder HS → HB (Chow)	= E	9.404 Front Salto Stretch 2/1t.	= E		
8.301 HB – Clear Support Front Tuck ½t.	= 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		
8.407 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 2026 – RANGE of SCORES and CONNECTION VALUES

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

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2026 – NCAA VAULT VALUES

1.01	Handspring	8.80
1.02	Handspring → 1/1 t.	9.20
1.03	Handspring → 1-½ t.	9.50
1.04	Handspring → 2/1 t.	10.00
1.05	Handspring → 2-½ t.	10.00
1.06	Handspring → 3/1 t.	10.00
1.07	Handspring → Tuck Salto	9.80
1.08	Handspring → Tuck Salto ½ t.	9.95
1.09	Handspring → Tuck Salto 1/1 t.	10.00
1.10	Handspring → Tuck Salto 1-½ t.	10.00
1.11	Handspring → Pike Salto	9.90
1.12	Handspring → Pike Salto ½ t.	10.00
1.13	Handspring → Layout Salto	10.00
1.14	Handspring → Layout Salto ½ t.	10.00
1.15	Handspring → Layout Salto 1/1t.	10.00
1.16	Handspring → Layout Salto 1-½ t.	10.00
1.17	Handspring → Layout Salto 2/1t.	10.00
1.18	Handspring → Double Salto T / P	10.00
1.19	1/2 t. → 1-½ t.	9.50
1.20	1/2 t. → 2/1 t.	9.90
1.21	1/2 t. → 2-½ t.	10.00
1.22	1/1 t. → Handspring	9.60
1.23	1/1 t. → 1/2 t.	9.60
1.24	1/1 t. → 1/1 t.	9.80
1.25	1/1 t. → 1-½ t.	10.00
1.26	1/1 t. → 2/1 t.	10.00
1.27	1/1 t. → Tuck Salto	10.00
1.28	1/1 t. → Pike Salto	10.00
1.29	1/1 t. → Layout Salto	10.00
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2.01	Tsukahara → Repulsion	8.80
2.02	Tsukahara → Tuck Salto	9.50
2.03	Tsukahara → Tuck Salto ½ t.	9.80
2.04	Tsukahara → Tuck Salto 1/1 t.	9.90
2.05	Tsukahara → Tuck Salto 1-½ t.	10.00
2.06	Tsukahara → Tuck Salto 2/1t.	10.00
2.07	Tsukahara → Pike Salto	9.60
2.08	Tsukahara → Pike Salto ½ t.	9.90
2.09	Tsukahara → Layout Salto	9.80
2.10	Tsukahara → Layout Salto ½ t.	10.00
2.11	Tsukahara → Layout Salto 1/1 t.	10.00
2.12	Tsukahara → Layout Salto 1-½ t.	10.00
2.13	Tsukahara → Layout Salto 2/1t.	10.00
2.14	Tsukahara → Layout Salto 2-1/2 t.	10.00
2.15	Tsukahara → Double Salto T / P	10.00
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3.01	Hsp.on Hsp. → Handspring	8.80
3.02	Hsp.on Hsp. → Tuck Salto	9.90
3.03	Hsp.on Hsp. → Tuck Salto ½ t.	10.00
3.04	Hsp.on Hsp. → Pike Salto	10.00
3.05	Hsp.on Hsp. → Pike Salto ½ t.	10.00
3.06	Hsp.on Hsp. → 1/1 t.	9.30
3.07	Hsp.on Hsp. → 1-½ t.	9.60
3.08	Hsp.on Hsp. → 2/1 t.	10.00

3.09	Hsp.on Tsk → Repulsion	8.90
3.10	Hsp.on Tsk → Tuck Salto	9.60
3.11	Hsp.on Tsk → Tuck Salto ½ t.	9.90
3.12	Hsp.on Tsk → Tuck Salto 1/1 t.	10.00
3.13	Hsp.on Tsk → Tuck Salto 1-½ t.	10.00
3.14	Hsp.on Tsk → Pike Salto	9.70
3.15	Hsp.on Tsk → Layout Salto	9.90
3.16	Hsp.on Tsk → Layout 1/2t.	10.00
3.17	Hsp.on Tsk → Layout 1/1 t.	10.00
3.18	Hsp.on Tsk → Layout 1-½ t.	10.00
3.19	Hsp.on Tsk → Layout 2/1 t.	10.00
3.20	Hsp.on Tsk → Layout 2-½ t.	10.00
3.21	Hsp.on Tsk → Double Salto Tuke / Pike	10.00
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4.01	Roundoff → Handspring	8.80
4.02	Roundoff → 1/1 t.	9.20
4.03	Roundoff → 1½ t.	9.50
4.04	Roundoff → 2/1 t.	9.90
4.05	Roundoff → Tuck Salto	9.50
4.06	Roundoff → Tuck Salto ½ t.	9.80
4.07	Roundoff → Tuck Salto 1/1t.	9.90
4.08	Roundoff → Tuck Salto 1-½ t.	10.00
4.09	Roundoff → Tuck Salto 2/1 t.	10.00
4.10	Roundoff → Pike Salto	9.60
4.11	Roundoff → Pike Salto 1/2t.	9.90
4.12	Roundoff → Layout Salto	9.75
4.13	Roundoff → Layout 1/2t.	9.95
4.14	Roundoff → Layout 1/1t.	9.95
4.15	Roundoff → Layout 1-½ t.	10.00
4.16	Roundoff → Layout 2/1 t.	10.00
4.17	Roundoff → Layout 2-½ t.	10.00
4.18	Roundoff → Double B. Tuck / Pike	10.00
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4.19	RO. 1/2t. → Repulsion off	8.80
4.20	RO. 1/2 t. → 1/1 t.	9.30
4.21	RO. 1/2 t. → 1-½ t.	9.50
4.22	RO. 1/2 t. → 2/1 t.	10.00
4.23	RO. 1/2 t. → Tuck Salto	9.95
4.24	RO. 1/2 t. → Tuck Salto ½ t.	10.00
4.25	RO. 1/2 t. → Tuck Salto 1-1/2 t.	10.00
4.26	RO. 1/2 t. → Pike Salto	10.00
4.27	RO. 1/2 t. → Pike Salto ½ t.	10.00
4.28	RO. 1/2 t. → Layout Salto	10.00
4.29	RO. 1/2 t. → Layout ½ t.	10.00
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4.30	RO. 1/1t. → Repulsion off	8.80
4.31	RO. 1/1 t. → 1/1 t.	9.70
4.32	RO. 1/1 t. → 1-½ t.	9.90
4.33	RO. 1/1 t. → 2/1 t.	9.90
4.34	RO. 1/1 t. → Tuck Salto	9.95
4.35	RO. 1/1 t. → Tuck Salto ½ t.	10.00
4.36	RO. 1/1 t. → Pike Salto	10.00
4.37	RO. 1/1 t. → Layout Salto	10.00
4.38	RO. 1-½ t. → 1/1 t.	10.00

2026 – NCAA VAULT VALUES

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1.02	Handspring → 1/1 t.	9.20
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1.04	Handspring → 2/1 t.	10.00
1.05	Handspring → 2-½ t.	10.00
1.06	Handspring → 3/1 t.	10.00
1.07	Handspring → Tuck Salto	9.80
1.08	Handspring → Tuck Salto ½ t.	9.95
1.09	Handspring → Tuck Salto 1/1 t.	10.00
1.10	Handspring → Tuck Salto 1-½ t.	10.00
1.11	Handspring → Pike Salto	9.90
1.12	Handspring → Pike Salto ½ t.	10.00
1.13	Handspring → Layout Salto	10.00
1.14	Handspring → Layout Salto ½ t.	10.00
1.15	Handspring → Layout Salto 1/1t.	10.00
1.16	Handspring → Layout Salto 1-½ t.	10.00
1.17	Handspring → Layout Salto 2/1t.	10.00
1.18	Handspring → Double Salto T / P	10.00
1.19	1/2 t. → 1-½ t.	9.50
1.20	1/2 t. → 2/1 t.	9.90
1.21	1/2 t. → 2-½ t.	10.00
1.22	1/1 t. → Handspring	9.60
1.23	1/1 t. → 1/2 t.	9.60
1.24	1/1 t. → 1/1 t.	9.80
1.25	1/1 t. → 1-½ t.	10.00
1.26	1/1 t. → 2/1 t.	10.00
1.27	1/1 t. → Tuck Salto	10.00
1.28	1/1 t. → Pike Salto	10.00
1.29	1/1 t. → Layout Salto	10.00
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2.05	Tsukahara → Tuck Salto 1-½ t.	10.00
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2.08	Tsukahara → Pike Salto ½ t.	9.90
2.09	Tsukahara → Layout Salto	9.80
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2.13	Tsukahara → Layout Salto 2/1t.	10.00
2.14	Tsukahara → Layout Salto 2-1/2 t.	10.00
2.15	Tsukahara → Double Salto T / P	10.00
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3.01	Hsp.on Hsp. → Handspring	8.80
3.02	Hsp.on Hsp. → Tuck Salto	9.90
3.03	Hsp.on Hsp. → Tuck Salto ½ t.	10.00
3.04	Hsp.on Hsp. → Pike Salto	10.00
3.05	Hsp.on Hsp. → Pike Salto ½ t.	10.00
3.06	Hsp.on Hsp. → 1/1 t.	9.30
3.07	Hsp.on Hsp. → 1-½ t.	9.60
3.08	Hsp.on Hsp. → 2/1 t.	10.00

3.09	Hsp.on Tsk → Repulsion	8.90
3.10	Hsp.on Tsk → Tuck Salto	9.60
3.11	Hsp.on Tsk → Tuck Salto ½ t.	9.90
3.12	Hsp.on Tsk → Tuck Salto 1/1 t.	10.00
3.13	Hsp.on Tsk → Tuck Salto 1-½ t.	10.00
3.14	Hsp.on Tsk → Pike Salto	9.70
3.15	Hsp.on Tsk → Layout Salto	9.90
3.16	Hsp.on Tsk → Layout 1/2t.	10.00
3.17	Hsp.on Tsk → Layout 1/1 t.	10.00
3.18	Hsp.on Tsk → Layout 1-½ t.	10.00
3.19	Hsp.on Tsk → Layout 2/1 t.	10.00
3.20	Hsp.on Tsk → Layout 2-½ t.	10.00
3.21	Hsp.on Tsk → Double Salto Tuke / Pike	10.00
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4.01	Roundoff → Handspring	8.80
4.02	Roundoff → 1/1 t.	9.20
4.03	Roundoff → 1½ t.	9.50
4.04	Roundoff → 2/1 t.	9.90
4.05	Roundoff → Tuck Salto	9.50
4.06	Roundoff → Tuck Salto ½ t.	9.80
4.07	Roundoff → Tuck Salto 1/1t.	9.90
4.08	Roundoff → Tuck Salto 1-½ t.	10.00
4.09	Roundoff → Tuck Salto 2/1 t.	10.00
4.10	Roundoff → Pike Salto	9.60
4.11	Roundoff → Pike Salto 1/2t.	9.90
4.12	Roundoff → Layout Salto	9.75
4.13	Roundoff → Layout 1/2t.	9.95
4.14	Roundoff → Layout 1/1t.	9.95
4.15	Roundoff → Layout 1-½ t.	10.00
4.16	Roundoff → Layout 2/1 t.	10.00
4.17	Roundoff → Layout 2-½ t.	10.00
4.18	Roundoff → Double B. Tuck / Pike	10.00
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4.19	RO. 1/2t. → Repulsion	8.80
4.20	RO. 1/2 t. → 1/1 t.	9.30
4.21	RO. 1/2 t. → 1-½ t.	9.50
4.22	RO. 1/2 t. → 2/1 t.	10.00
4.23	RO. 1/2 t. → Tuck Salto	9.95
4.24	RO. 1/2 t. → Tuck Salto ½ t.	10.00
4.25	RO. 1/2 t. → Tuck Salto 1-1/2 t.	10.00
4.26	RO. 1/2 t. → Pike Salto	10.00
4.27	RO. 1/2 t. → Pike Salto ½ t.	10.00
4.28	RO. 1/2 t. → Layout Salto	10.00
4.29	RO. 1/2 t. → Layout ½ t.	10.00
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4.30	RO. 1/1t. → Repulsion	8.80
4.31	RO. 1/1 t. → 1/1 t.	9.70
4.32	RO. 1/1 t. → 1-½ t.	9.90
4.33	RO. 1/1 t. → 2/1 t.	9.90
4.34	RO. 1/1 t. → Tuck Salto	9.95
4.35	RO. 1/1 t. → Tuck Salto ½ t.	10.00
4.36	RO. 1/1 t. → Pike Salto	10.00
4.37	RO. 1/1 t. → Layout Salto	10.00
4.38	RO. 1-½ t. → 1/1 t.	10.00

NCAA - MAT SPECIFICATIONS

LANDING MAT - ALLOWANCE

CM	INCHES			CM	INCHES
45.7	18"	1-2" Sting Mat	1-2" Sting Mat	45.7	18"
43.2	17"			43.2	17"
40.6	16"	8" Skill Cushion 20 cm	4" Throw Mat 10 cm	40.6	16"
38.1	15"			38.1	15"
35.6	14"			35.6	14"
33.0	13"			33.0	13"
30.5	12"			30.5	12"
27.9	11"		4" Throw Mat 10 cm	27.9	11"
25.4	10"			25.4	10"
22.9	9"			22.9	9"
20.3	8"	8" CLM Landing Mat 20 cm	8" CLM Landing Mat 20 cm	20.3	8"
17.8	7"			17.8	7"
15.2	6"			15.2	6"
12.7	5"			12.7	5"
10.2	4"			10.2	4"
7.6	3"			7.6	3"
5.1	2"			5.1	2"
2.5	1"			2.5	1"

MOUNTING MAT - ALLOWANCE

Mount **without** Board

Mount **with** Board

Mount **with** Board

8" Skill Cushion 20 cm 4" Throw Mats 10 cm 4" Throw Mats 10 cm	1-2" Sting Mat NCAA (allows one sting mat)	4" Throw Mat 10 cm
	4" Throw Mat 10 cm	
	1-2" Sting Mat NCAA (allows one sting mat)	
8" CLM Landing Mat 20 cm	8" CLM Landing Mat 20 cm	8" CLM Landing Mat 20 cm

0.2

Use of authorized supplemental mats VT, UB, BB

Mounts - non-skid plywood allowed under board (NCAA - no deduction)

NCAA – Judging Assistant Procedures – P Hickey, Editor

Updated: *October 17, 2025*

Timing FLOOR ROUTINE

Timer (With stopwatch #1):

Start: with the gymnast's first movement with the music.

Stop: with the gymnast's final movement or FALL (NCAA only)

Restart: after 2 min. injury assessment, gymnast stands up on her feet.

Report the Time: to the Chief Judge; for example: 1:15

OVERTIME 1:30+ show Chief Judge, before clearing the stopwatch.

Line Judges for FLOOR ROUTINE

2 Line Judges:

- Yellow Flag
- Post-it Notes
- Pencil / Pen
- Seated in Opposite corners
- Responsible to 2 Lines and 2 Corners

Landing Mat: Mat must be clearly marked with TAPE line.
If the mat covers the line, the line must be marked.
If needed, ask coach to re-mark the mat for clarity.
Inform Chief Judge, if the mat was not marked.

Out of Bounds: (White Line Border) gymnast touches area outside the line.
(Two Color Carpet) gymnast touches outside colored carpet.
It is possible to step backward out of bounds in the corner.

Raise the Flag: When gymnast is “**Out of Bounds**”.
Judges will also raise their hands to confirm “out of bounds”.

Post-it Notes: Draw a Square and Mark the location of Chief Judge Table.

Record OB: Record “**Out of Bounds**” with an “**X**” at the location.
Take Post-it note to the Chief Judge.

Timer / Line Judge: Line Judge can also serve as Floor Timer.

NCAA – Judging Assistants Procedures - P Hickey, Editor

Updated *October 17, 2025*

Timing BEAM ROUTINE

Timer #1 (With stopwatch #1):

Start: when the gymnast's feet leave the board or mat.

Stop with fall: each fall off the BEAM onto the mat.

Restart: after 2 min. injury assessment / gymnast remounts and ready to continue.

“WARNING”: called or signaled at **1:20**.

Stop at end: when the gymnast dismounts and arrives on the mat.

“TIME”: called or signaled at **1:30**.

Timing BEAM FALLS - 45 second period

Timer #2 (With stopwatch #2)

Start: (after 2 min. injury assessment) / gymnast stands up on her feet.

Warning: say **“20 SECONDS REMAINING”** at 25 seconds

“10 SECONDS REMAINING” at 35 seconds

“TIME” at 45 seconds

Stop: when the gymnast leaves the mat to remount the beam

(time lapse between fall time and restart of the exercise time)

Timing BAR FALLS - 45 second period

Timer (with one stopwatch)

Start: (after 2 min. injury assessment) / gymnast stands up on her feet.

Warning: say **“20 SECONDS REMAINING”** at 25 seconds

“10 SECONDS REMAINING” at 35 seconds

“TIME” at 45 seconds

Stop: when the gymnast leaves the mat to remount the BARS.