



UK SCORING SYSTEM

2025 - 2026

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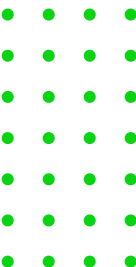
DEDUCTION SYSTEM 05





Revision Information

Version	Date	Changes
2	30/7/2025	a. Addition of further participating EP logo
3	08/08/2025	a. Addition of further participating EP logo





Introduction

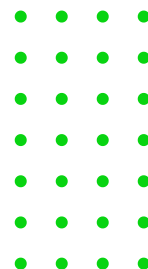
Purpose of this document

This Document has been created to present all the information needed for the adapted United Scoring System Rubrics in the UK.

The information contained in this document is taken directly for the United Scoring System UK rubrics, and only slight alterations have been made to the required rubric numbers in order to improve accessibility and competitive achievement for smaller UK teams.

The ethos behind the United Scoring System is unchanged in this document, and coaches are encouraged to review updates from the USS periodically throughout the year.

Judges using this scoring are encouraged to attend the United Scoring system in person or online training programmes to improve application and judgement of the skills being demonstrated in a competition environment.



Deduction System

RULE VIOLATIONS

BOUNDARY VIOLATIONS -0.05

The performance surface is defined as the 42' x 54' competition floor. The competition country is defined as the performance surface and any immediate adjacent safety border. A .05 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

TIME LIMIT VIOLATIONS -0.05

Teams that exceed the allotted time by 1 or more seconds are subject to a .05 deduction. Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 3 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.

Teams that exceed the allotted time per category below will be subject to the deduction:

- All Star Novice – 1:30
- All Star Prep – 2:00
- All Star Elite & International – 2:30
- All Star Non-Tumbling – 2:00

DIVISION VIOLATION - 5.0

Teams that do not have the minimum or exceeds the maximum number of athletes within a specific division will receive a 5 point deduction and/or may be disqualified.

DEDUCTIONS

ATHLETE FALL - 0.15

DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP

INCLUDES THE FOLLOWING

- *Hand or hands down in tumbling or jump skills
- *Knee or knees down in tumbling or jump skills
- *Tumbling transitions in and/or out of a building skill

DOES NOT INCLUDE THE FOLLOWING

- *An athlete that trips while walking during a transition

Deduction System

DEDUCTIONS

MAJOR ATHLETE FALL - 0.25

MULTIPLE BODY PARTS DROP TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

INCLUDES THE FOLLOWING

*Multiple body parts down in tumbling or jumps
i.e. hands & knees, seat & hands etc.

DOES NOT INCLUDE THE FOLLOWING

*An athlete that trips while walking during a transition

BUILDING BOBBLE - 0.25

BUILDING SKILLS THAT ALMOST DROP, BUT ARE SAVED

INCLUDES THE FOLLOWING

- Base or spotter drops to the performance surface during a building skill
- Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill
- Lowering of a stunt from extended position to prep level (not timing issue)
- Coed Style (unassisted or assisted) stunts that drop to a load in position
- Pyramid skills that would fall without the bracer or bracer's support
- Both feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot).
- Hand(s) of the top person come in contact with the performance surface during a cradle/prone
- Drops to the performance surface from a nugget, thigh stand and/ or waist level style stunt on to their feet (not timing issues)

DOES NOT INCLUDE THE FOLLOWING

- An omitted skill
- Drop in body position by top person
- Excessive movement by bases
- Balance check by top person

Deduction System

BUILDING FALL - 0.75

DROPS FROM A BUILDING SKILL OR TRANSITION

INCLUDES THE FOLLOWING

- Drops to a cradle / load in / prone position
- Coed Style (unassisted or assisted) stunts that drop to a cradle and/or prone
- Coed Style (unassisted or assisted) stunts that drop to the performance surface (not in a load in position) with assistance from bases and/or spotter

DOES NOT INCLUDE THE FOLLOWING

- Coed Style (unassisted or assisted) stunts that drop to a load in position

MAJOR BUILDING FALL - 1.25

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON AND/OR BASE(S)/SPOTTER(S)

INCLUDES THE FOLLOWING

- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface
- Coed Style (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter

DOES NOT INCLUDE THE FOLLOWING

- Top person comes in contact with the performance surface during a transitional-stunt and/or pyramid that is continuous without interruption/ stopping
- Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)

LEGALITY INFRACTIONS

LEGALITY INFRACTIONS

IASF RULES

.05 - General Rules/Out of Level Tumbling
 .10 - Building Out of Level
 .50 - Building All Level Rules

- If a skill is performed illegally and appears to be inherently dangerous and/or unsafe--regardless of the number of building groups
- If a skill is missing the number of athletes required to perform that skill legally (ex: not having the number of required catchers for a cradle)