



NAIA Competitive Cheer Performance Lineup

Competing Team: _____

Event Name: _____

Host for Competition: _____

Coach: _____

Event Date: _____

Athletes on Floor (ALPHABETICAL BY LAST NAME)

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

15 _____

16 _____

17 _____

18 _____

19 _____

20 _____

Alternates

1 _____

2 _____

3 _____

4 _____



CHEER PERFORMANCE OUTLINE (Building)

Please note that these ranges are used as a guide for the officials.

The difficulty range may be adjusted based on what a team executes when competing.

School: _____

Total Music Time: _____

Number of Participants: _____ Male
 _____ Female

	1.0-2.0 Skills / (#)	2.0-3.0 Skills / (#)	3.0-4.5 Skills / (#)	4.5-6.0 Skills / (#)	6.0-7.5 Skills / (#)
Stunts	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)
Pyramids	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)
	1.0-2.0 Skills / (#)	2.0-3.0 Skills / (#)	3.0-4.0 Skills / (#)	4.0-4.5 Skills / (#)	4.5-5.0 Skills / (#)
Tosses	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)

**Please list the skill you are doing in chronological order and the number of stunts; basket tosses or athletes performing the skill when applicable.*



CHEER PERFORMANCE OUTLINE (Tumbling)

Please note that these ranges are used as a guide for the officials.

The difficulty range may be adjusted based on what a team executes when competing.

School: _____ Total Music Time: _____ Number of Participants: _____ Male
Female

	1.0-2.0 Skills / (#)	2.0-3.0 Skills / (#)	3.0-4.0 Skills / (#)	4.0-4.5 Skills / (#)	4.5-5.0 Skills / (#)
Standing Tumbling	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)
Running Tumbling	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)
Jumps	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)	1) 2) 3) 4) 5)

**Please list the skill you are doing in chronological order and the number of standing tumbling and running tumbling skills when applicable.*



2026-2027 NAIA SCORING GUIDELINE

NAIA judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awarded scores in a lower range

STUNTS	PYRAMIDS	TOSES	STANDING TUMBLING	RUNNING TUMBLING
1.0-2.0	1.0-2.0	1.0-2.0	1.0-2.0	1.0-2.0
Skills performed do not meet the below skill range requirements	Skills performed do not meet the below skill range requirements	Skills performed do not meet the below skill range requirements	Skills performed do not meet the below skill range requirements	Skills performed do not meet the below skill range requirements
2.0-3.0	2.0-3.0	2.0-3.0	2.0-3.0	2.0-3.0
Advanced Group Stunts, single based stunts or coed style stunts performed with advanced or elite dismounts.	Advanced Pyramid Skills Two High pyramids incorporating multiple 2-1/2 high transitions and multiple inverting & twisting & unique mounts and dismounts	Non-Flipping Tosses with single full twisting skills Toss single full twists, kick single full twists, etc. Note: a ¼ positioning move is allowed in twisting skills	Intermediate Standing Tumbling Standing tumbling connected to back handspring(s)	Intermediate Running Tumbling Round-off back handspring(s), etc.
3.0-4.5	3.0-4.5	3.0-4.0	3.0-4.0	3.0-4.0
Advanced Group Stunts, single based stunts or coed style stunts connected to an elite dismount performed by MAJORITY in a single section.	Elite Pyramid Skills Pyramids containing single or multiple structures incorporating a top person at 2-1/2 high level or multiple 2-1/2 people with minimal inverting & twisting & unique mounts & dismounts	Non-Flipping Tosses with double full twisting skills Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills.	Advanced Standing Tumbling Standing tumbling connected to back tucks	Advanced Running Tumbling Round off back handspring tucks, etc.
4.5-6.0	4.5-6.0	4.0-4.5	4.0-4.5	4.0-4.5
Elite Group stunts/single based variations of inverting/releasing and spinning skills to extended positions. FOR COED TEAMS Elite Group Stunts and/or Assisted Elite Coed skills to single-leg variations, or Unassisted Elite Coed skills to extended positions. Required Dismount: Elite Dismount connected to one of the above skill performed in the same section.	Multiple Elite Pyramid Transitions and Structures by 2 or More people at 2-1/2 High simultaneously that includes: Numerous CONNECTED inverting, twisting, and/or unique entries to the top of the pyramid AND numerous inverting, twisting and/or unique dismounts. Mounts AND Dismounts must include variety	Flipping Tosses Back tucks, layouts, pike open, front flipping toss	Elite Standing Tumbling Standing tumbling connected to layouts and/or full including synchronized standing tumbling connected to layouts	Elite Running Tumbling Round-off back handspring layouts, full twists, or passes consisting of full twists or more.
6.0-7.5	6.0-7.5	4.5-5.0	4.5-5.0	4.5-5.0
Elite group stunts or single-based variations incorporating an inversion, release, or spin to an extended liberty variation/awesome. For Coed teams, an elite unassisted coed skill to an extended liberty variation/awesome is required. Required Dismount: Elite dismount in the same sequence to the required stunt. A majority of the team must perform the required stunt and in the same section with an elite dismount.	Multiple elite pyramid transitions and structures involving two or more athletes at 2½ high performed simultaneously. The pyramid must include numerous released inverting, twisting, and/or unique entries to the top of the pyramid and numerous inverting, twisting, and/or unique dismounts. Both the entries and dismounts must demonstrate clear variety.	Two Position Flipping Tosses Tuck X-out, Tuck split, layout split, kick layout straddle, pike open straddle, pike open split, layout full twist. COED TEAMS: Must throw additional toss from the following list: Layout straddle full, split/kick full, tuck x-out full, tuck, split/kick full, double full twisting layout	Majority Synchronized Elite Standing Tumbling Synchronized standing tumbling connected to a full	Majority Synchronized Elite Running Tumbling Synchronized running tumbling connected to full.

*For the 6.0-7.5 Stunt range **ALL** skills performed in one section **MUST** be an elite skill with the connected required dismount performed by MAJORITY as stated in the guidelines.

*Pyramid Clarification- In pyramids where multiple top persons maneuver to the top of a 2-1/2 high pyramid, the transition would only count as one inverting/twisting unique transition.

*Group stunts are considered a group with 3 bases (including the spotter) for a total of 4 participants. Adding a 4th base does decrease the skills value to a lower scoring range.

*For a skill to be considered UNASSISTED it must receive primary support from a single base the majority of the time & must not be assisted in the toss of the stunt, to elevate the stunt or to stabilize the stunt.

*STANDING AND RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time. Example- Round off BHS Fulls originating in sync OR Round off fulls and round off BHS fulls where the fulls execute at the same time (rotate together)

JUMPS

4.0

Single Jumps

4.5

Double Jump Combinations

5.0

Triple Jump or Double Jump plus a single Jump, MUST include variety



2026-2027 Advanced COED Level Appropriate Skills and Majority/Most Chart

Below progressions are intended to be a guide to accompany the NCA College Scoring Guidelines. Skills listed in each category are Unassisted Coed unless otherwise stated. Any modification to the

	INTERMEDIATE	ADVANCED	ELITE
INVERSION STYLE COED SKILLS	Connected Ground inversion to extended Ground Inversion Released to Prep Prep Level Released inversion to prep hand in hand inversions released to prep level Prep Level released inversion to Extended	Connected full twisting prep level inversion to prep or extended (pirouette) Ground inversion released to hand in hand Released Ground up inversion to extended (RO, BHS, FHS, Cartwheel) Released Ground up inversion to extended skill with ¼- ¾ twist Prep level Hand in hand released to extended	Released ground up inversion to extended stunt with full twist FHS 1.5 Extended hand in hand release to extended Hand in hand release with 1/2 -full twist Diamidov to extended Aerial 1.5 Handski BHS double up
TWISTING STYLE COED SKILLS	Walk In To Extended Full up to Prep Level ¼ to Arabesque Walk- In to 1 Arm Extended Full up to Extended Hands Full around to Extended	Full up to Extended Single Leg Full Up to 1 arm Extended Hands full around to Extended Single Leg	1.5 up to Extended Prep 1.5 to Extended Prep double to Extended Double up to Extended
RELEASE STYLE COED SKILLS	Toss to Extension Toss to prep press to 1-arm Extended Low to High Release to Extended Twist Release to below prep level skill	High to High Released Skills Pop Over Toss One Arm Extended Twist Release to Prep Level Twisting Tic Toc to skill (Low to High) Toss/Prep level stunt release to prep level invert (half tart)	Rewind High to High Full Twist Release Skills Toss to Extended Invert (Pop Tart) Fast Forward/Front to Stunt 1 Arm Rewind Side Sumi Stunt Flip to Stunt (Shotgun) Twisting Rewinds
COED DISMOUNTS		Full Twisting Dismount (release) to ground or cradle Front flip to Cradle Back ¾ to Prone	Double Twisting dismount (released) to cradle Back Flip to Cradle Front Flip Full Twist To Cradle Back ¾ Flip with half/full Twist Back Flip Full Twisting Dismount <i>(See USA Cheer rules for dismounts that require 3 catchers)</i>

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	2	3	6
12-13	2	2	2	3	3	7
14	2	2	2	3	4	8
15	3	3	2	3	4	8
16	3	3	2	3	4	9
17	3	3	2	3	5	9
18	3	3	2	4	5	10
19	3	3	3	4	5	10
20	3	3	3	4	5	11

*Disclaimer: NCA reserves the right to make all final rules and scoring decisions

Using this chart, the numbers listed specify majority/most assuming groups are used as defined below. Any deviation from the traditional number of athletes involved would CHANGE the total number of groups needed for Group Stunt, pyramids, tosses, or COED style skills. Keep in mind these numbers only list the minimum required to get INTO a range. Other factors such as difficulty of skill and team participation can affect your score once within a range.

GROUP STUNT- A traditional group of 4 athletes

TOSS- A traditional group of 4 athletes PLUS a front spotter

COED STYLE- A group of 3 athletes (assisted or unassisted)



2026-2027 Advanced Group Stunt Level Appropriate Skills and Majority/Most Chart

The below progressions are intended to be a guide to accompany the NCA College Scoring Guidelines. Skills listed in each category are based on group stunts unless otherwise stated. Any modification to the stunt group could

	INTERMEDIATE	ADVANCED	ELITE
INVERSION STYLE SKILLS	Released inversion to prep level Connected Ground inversion to extended Prep Level Released inversion to Extended	Connected ground up inversion with modified twisting skill to prep or extended Released inversions with ¼ - ½ twist to prep level single leg skill Creative hand in hand inversions released to prep level (EX. Diamidov) Connected ground up inversion with 1 full twist or 1¼ twist	Released ground up inversion to extended skill with full twist Prep level released Inversion with ½-1 full twist to extended Extended hand in hand released to extended FHS 1.5
		Ground inversion release to prep level hand in hand Released Ground up inversion to extended skill with ¼- ¾ twist Released ground up inversion to extended	Hand in Hand Inversion Release full twist Aerial 1.5 BHS double up
TWISTING STYLE SKILLS	Modified full twisting stunt to single leg Full twisting to extended Full twisting to extended single leg Hands full around to prep	Hands full around to extended 1-1/4 twisting to extended 1-1/4 twisting to extended single leg skill Full up single based to extended 1.5 twisting to extended Hands 1.5 to Extended Double up to extended High to High Full around Quick toss Full up	Prep Level Double Around to Extended High to High 1.5 to Extended Quick toss double up
RELEASE STYLE SKILLS	Low to high released skills Switch up to extended single leg skill Twist release to prep level or below High to high releases lib to lib Single based toss to hand	High to high released skills lib to body position Full Twisting release to prep level Switch up to extended single leg skill with ¼ - ¾ twist Single Based toss to extended Released skill with a twist ¼- ¾ (EX: low to high or high to high) Toss/prep level stunt release to prep level invert (half tart)	Rewind Full twist release at extended (high to high) Ground toss to invert (pop tart) Side sumi Shotgun (Stunt flip to stunt) Twisting Rewinds
DISMOUNTS	¼ twisting dismount to cradle Transitions to cradle or prone	Full twisting dismount to cradle Full twisting pop off Kick full dismount Front flip to Cradle Back ¾ to prone	Double Twisting dismounts Back Flip to Cradle Front Full Twist to cradle Back ¾ with half/full twist Back flip full twisting dismount <i>(see USA cheer rules for dismounts that require 3 catchers)</i>

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	2	3	6
12-13	2	2	2	3	3	7
14	2	2	2	3	4	8
15	3	3	2	3	4	8
16	3	3	2	3	4	9
17	3	3	2	3	5	9
18	3	3	2	4	5	10
19	3	3	3	4	5	10
20	3	3	3	4	5	11

*Disclaimer: NCA reserves the right to make all final rules and scoring decisions

Using this chart, the numbers listed specify majority/most assuming groups are used as defined below. Any deviation from the traditional number of athletes involved would CHANGE the total number of groups needed for Group Stunt, pyramids, tosses, or COED style skills. Keep in mind these numbers only list the minimum required to get INTO a range. Other factors such as difficulty of skill and team participation can affect your score once within a range.

GROUP STUNT- A traditional group of 4 athletes

TOSS- A traditional group of 4 athletes PLUS a front spotter

COED STYLE- A group of 3 athletes (assisted or unassisted)



EXECUTION GUIDELINES



EXECUTION SCORING GUIDELINE				
Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.				
LOW	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE	HIGH
1.0 - 3.0	3.0-3.5	3.5-4.0	4.0 - 4.5	4.5 - 5.0
1.0 - 4.0	4.0 - 5.0	5.0 - 6.0	6.0 - 7.0	7.0 - 7.5
Widespread Errors are occurring across all participating athletes/groups.	Frequent / Most - Frequent errors across many athletes - Errors occur repeatedly within many stunt groups or across multiple stunts - Frequent errors demonstrated across a large portion of the team, affecting multiple areas of the routine	Multiple / Several - Technique issues demonstrated by several athletes or stunt groups - Multiple stunt groups or athletes demonstrate technique issues - More than half of the team shows technique errors	Few / Intermittent - Intermittent technique issues by athletes - Few technique issues within stunts - Few technique issues observed across the team	Minor / Minimal - Minimal technique issues by athletes - Minimal technique issues within stunts - Minor technique issues observed across the team

STUNT/PYRAMID EXECUTION CRITERIA	
Each execution score will look at the below criteria: This IS NOT a driver system	
TOP PERSON	* Body control * Uniform flexibility * Legs straight/locked/toes pointed
BASES/SPOTTERS	* Stability of the stunt * Solid stance * Feet stationary
TRANSITIONS	* Entries * Dismounts * Control from skill to skill
SYNCHRONIZATION	* Timing (when applicable)

TUMBLING EXECUTION CRITERIA	
Each execution score will look at the below criteria: This IS NOT a driver system	
APPROACH	* Arm placement into a pass/skill * Swing/prep * Chest placement
BODY CONTROL	* Head placement * Arm/shoulder placement in skills * Control from skill to skill in a pass
LANDINGS	* Controlled * Chest Placement
SYNCHRONIZATION	* Timing (when applicable)

JUMP EXECUTION CRITERIA	
Each execution score will look at the below criteria: This IS NOT a driver system	
ARM PLACEMENT	* Approach * Consistent Entry * Swing/prep * Arm placement in jumps
LANDINGS	* Straight legs * Pointed toes * Hip placement/rotation/hyperextension * Height
SYNCHRONIZATION	* Legs/feet together * Chest placement * Landings
	* Timing



OVERALL GUIDELINES



OVERALL/OTHER SCORES- ADVANCED & INTERMEDIATE			
ROUTINE COMPOSITION DIFFICULTY	ROUTINE COMPOSITION EXECUTION	COLLEGIATE IMAGE	OVERALL EFFECT
1.0 - 5.0	1.0 - 5.0	9.0 - 10.0	9.0 - 10.0
Dance & Motions, Flow & Transitions, Seamless Movement, Patterns & Visual Design, Layered Movement	Clarity & Precision, Timing & Synchronization, Transition Control, Spacing & Formations, Overall Visual Effectiveness	Performance Integrity, Sportsmanship, Uniform, Overall School Representation	Performance Impression, Overall Appeal & Creativity of the scoring section including readability. This score is scored by each category and is averaged for the final score

OVERALL SCORING GUIDELINE				
BELOW	LOW	AVERAGE	ABOVE AVERAGE	HIGH
9.0 - 9.2	9.2 - 9.4	9.4 - 9.6	9.6 - 9.8	9.8 - 10
1.0 - 3.0	3.0 - 3.5	3.5 - 4.0	4.0 - 4.5	4.5 - 5
Widespread issues across most elements of dance and motion execution, timing, spacing, formations, and transitions. Movement lacks consistency and control, significantly impacting overall visual effectiveness. Overall performance impression reflects widespread issues affecting readability, creative appeal, and visual presentation.	Frequent issues across most elements of dance and motion execution, timing, spacing, formations, and transitions. Movement lacks consistency and control, impacting overall visual effectiveness. Overall performance impression shows frequent issues affecting readability, creative appeal, and visual presentation.	Multiple/several issues with dance and motion execution, timing, spacing, formations, and transitions. Movement remains generally clear and controlled but shows multiple/several inconsistencies that impact overall visual effectiveness. Overall performance impression reflects multiple/several issues affecting readability, creative appeal, and visual	Few/intermittent issues with dance and motion execution, timing, spacing, formations, and transitions. Movement remains clear, controlled, and visually effective throughout the routine with only brief, isolated inconsistencies. Overall performance impression shows few/intermittent issues, while maintaining clear readability, creative appeal, and effective visual presentation.	Minimal issues with dance and motion execution, timing, spacing, formations, and transitions. Movement remains clear, controlled, and visually effective throughout the routine with only minor isolated inconsistencies. Overall performance impression is strong, with clear readability, creative appeal, and effective visual presentation.

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Team Name: _____

Judge Name: _____

OFFICIAL

SCORE ★ SHEET

BUILDING MASTER SCORE SHEET



BUILDING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
STUNTS Level of Skill, Athlete participation, Number of bases used, Creativity, Variety	7.5		7.5	
PYRAMIDS Level of Skill, Athlete participation, Number of bases used, Creativity, Variety	7.5		7.5	
TOSSES Level of Skill, Athlete participation (not including front spots), Variety, Synchronization	5		5	
OVERALL EFFECT Performance impression, overall appeal and creativity of the scoring section including readability	10	Between 9-10	averaged across all score sheets	

CRITIQUE

Team Name: _____

Judge Name: _____



OFFICIAL
SCORE ★ SHEET

TUMBLING MASTER SCORE SHEET

TUMBLING SKILLS

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
STANDING TUMBLING Level of standing tumbling skills, synchronization, athlete participation, variety & technique	5		5	
RUNNING TUMBLING Level of running tumbling skills, synchronization, athlete participation, variety & technique	5		5	
JUMPS Advanced Jumps- EX. Toe Touch, Front or Side Hurdler, Pike	5		5	
OVERALL EFFECT Performance impression, overall appeal and creativity of the scoring section including skill readability	10	Between 9-10	averaged across all score sheets	

CRITIQUE

Team Name: _____

Judge Name: _____



OFFICIAL

SCORE ★ SHEET

OVERALL MASTER SCORE SHEET

OVERALL PERFORMANCE

	MAXIMUM VALUE	DIFFICULTY	MAXIMUM VALUE	EXECUTION
ROUTINE COMPOSITION Seamless movement & Patterns, Flow, Transitions, Dance & Motions	5		5	
COLLEGIATE IMAGE Performance Integrity, Sportsmanship, Uniform, Overall School Representation	10	Between 9-10		
OVERALL EFFECT Performance impression, overall appeal and creativity of the scoring section including readability	10	Between 9-10		

CRITIQUE

2027 NCA COLLEGIATE CHAMPIONSHIP - POINT DEDUCTIONS

Deductions WILL be considered prior to, during & following the performance until all athletes are SAFELY off the performance surface.

ATHLETE FALL (AF) - .25 Drops to the performance surface DURING tumbling and/or jump skills

Includes	Would Not Include
- Hand or hands down during a tumbling or jump skill - Multiple body parts down in tumbling or jumps i.e. hands & knees, seat & hands, etc - Knee or knees down during tumbling or jump skill - Tumbling transitions in and/or out of a building skill	- An athlete that trips while walking during a transition - An athlete trips/falls following a controlled completion of a tumbling or jump skill

BUILDING BOBBLE (BB) - .50 Building skills that almost drop but are saved

Includes	Would Not Include
- Base or spotter drops to performance surface during building skill - Top person leans and/or bears weight on a base/spotter and is pushed back up into the stunt/skill - Lowering of a stunt from extended position to prep level (not a timing issue) - Pyramid skills that would fall without the bracer or bracer's support - Both feet and/or both hands coming in contact with 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 performing surface from a thigh stand and/or waist level style stunt on to their feet (not a timing issue) - Incomplete Twisting Dismount that lands in a prone (stomach) position	- An omitted skill - Drop in a body position by the top person - Excessive movement by the bases - Balance checks by the top person - Single Based/Coed style skill that never results in contact beyond a toss grip (omitted coed style skill) - Base or spotter drops to performance surface during building skill anytime during a stunt, transition or dismount

Building Fall .75- Drops or falls from a building skill or transition

Includes	Would Not Include
- Drops to a cradle position/ load in/ prone position - Top person is set out of a building skill, transitions, and drops to the performance surface - Drops/Lowering of a stunt, including single based/ Coed Style skills (assisted or unassisted) in a controlled manner to the performance surface with assistance from the base and/or spotter.	- Stunts that almost fall but are saved and return to a stunting position - Any skill where the top remains standing (not leaning or sitting) and at least ONE foot remains at prep level

MAJOR BUILDING FALL (MBF) - 1.5 Drops to the performance surface from a building skill by the top person and/or base(s)/ spotter(s) OR drops to a compromising position not included in Building Fall.

Includes	Would Not Include
- Multiple bases and/or spotters drop to the performance surface - Top person lands on a base and/or spotter who drops to the performance surface - Tosses that land in a prone (on stomach), upright (feet down) or inverted (head down) position - Skills in which the event spotter is the primary catcher/saves an athlete while falling. - Tosses or dismounts that land in a prone (on stomach), upright (feet down) or inverted (head down) position	- Top person comes in contact with the performance surface during a transitional stunt and/or pyramid but without interrupting or stopping the skill. - Top person is set out of a building skill, transitions, and or drops to the performance surface (this includes tripping while walking

PYRAMID MAXIMUM (MAX) – 2.0 When multiple building deductions should be assessed during a pyramid skill, then the sum of those deductions will not be greater than 2.0. Building deductions will be used until a single pyramid has received more than 2.0 points in deductions where the fall(s) affect other parts of the same pyramid. When multiple pyramids are built at the same time, each pyramid will be treated separately. Once a pyramid is rebuilt and shows stability, additional deductions can be given.

2027 NCA COLLEGIATE CHAMPIONSHIP – DEDUCTIONS & VIOLATIONS

BOUNDARY VIOLATION – 0.5 / 1.0 per occurrence *(If a violation is assessed, Judges' decisions are final and will not be reviewed)*

- Athlete with both or any combination of 2 feet, 2 hands, or any part of the seat/torso outside the performing surface.
- Any participant who leaves the performance surface for any reason (other than a boundary violation) will receive a **1.0** deduction.

PROP VIOLATION – 0.5

- Only traditional sideline props are permitted for cheer teams. Air horns or artificial noise makers are prohibited.
 - Teams may only receive 1 deduction for the same prop violation.
 - Hard props/megaphones released from an athlete while loading, dismounting or stationary in a stunt
 - A person on the ground throwing to another person or discarding a hard prop/megaphone with the intent of distance
 - Athletes performing/landing stunts, tumbling or jumps on props

EXCESSIVE CELEBRATION – 1.0

- Teams should enter and exit the performing surface quickly. Any entrance/exit more than 30 seconds will result in a deduction. In all divisions including Game Day, timing will begin once the first participant has stepped onto the performing surface.
- Introductions (organized entrances, chants, spell outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals and traditions need to take place prior to entering the mat.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures
- Teams should refrain from any type of excessive celebration after the performance (head swings, breakdancing, alternates/coaches on the mat, drops to the mat, etc.).

UNSPORTSMANLIKE CONDUCT – 2.0

- When a coach is in discussion with an official, other coaches, athletes, or parents/spectators they must maintain professional conduct. Unsportsmanlike behavior could result in a deduction, removal of coach or disqualification.

INAPPROPRIATE CHOREOGRAPHY / MUSIC – 3.0

- Vulgar or suggestive choreography, which includes, but is not limited to, hip thrusting, inappropriate touching/gestures, slapping, positioning body parts to one another.
- Music unsuitable for family listening, which includes, but is not limited to swear words, connotations of sexual acts/behavior, drugs, and/or violent acts/behavior. Removing or replacing words with sound effects constitutes inappropriate.

DIVISION / PARTICIPATION VIOLATIONS – 5.0 per athlete, maximum of 10.0

- If an athlete participates on more than one cheer team (crossover), the **2nd and each subsequent team** will receive a deduction for each illegal participant.
- Teams that compete with fewer than the minimum number of athletes will receive a deduction. Teams that compete with more than the maximum number of athletes will be disqualified
- Performance Divisions: Max 20 athletes + up to 2 mascots (must be two different mascots)
- Coed Divisions:
 - Small Coed: 1–4 males
 - Large Coed: Must meet male-to-total ratio
- Game Day & Spirit Rally: Max 30 total participants (including mascots)
- Spirit Rally Participation Minimums:
 - Band/Drumline: 20%
 - Cheer/Dance: 20%
 - Mascot/Spirit Groups: 10%

TIME LIMIT VIOLATIONS – 0.25 / 0.5 / 1.0 / 2.0

- In Performance divisions, timing begins after the team takes the floor with the first organized movement, word, or note of music, with a maximum routine time of 2:30, including up to 1:45 of music; penalties are **0.25** for 1–5 seconds over and **.50** for 6 or more seconds.
- In Game Day divisions, timing does not include spiriting and begins with the first group movement, voice, or note of music, with a maximum time of 3:00; penalties are **1.0** for 1–5 seconds over and **2.0** for 6 or more seconds.
- Teams have 30 seconds from introduction to begin and 30 seconds after completion to exit, with deductions of **0.25** for 1–5 seconds over and **0.5** for 6 or more seconds

GENERAL USA CHEER RULES / TUMBLING VIOLATIONS – 1.0

- Skills performed in violation of USA Cheer College Cheer General and/or Tumbling Rules.
- Tumbling skills performed in violation of specific division skill restrictions.

USA CHEER BUILDING VIOLATIONS – 2.0

- Skills performed in violation of USA Cheer College Rules, as well as building performed in violation of division skill restrictions.

General Safety Violation – 0.5

- When skills are performed illegally, usually due to performer error, however the skill itself is legal. Examples include, but are not limited to:
 - Required spotter in a pyramid loading and not getting to required position by the time the stunt/pyramid is established.
 - Spotter grips on a 2 ½ high pyramid that become illegal to save the skill.
 - A Toss passing through the inverted position in the Intermediate Division.

MASCOT DIVISION VIOLATIONS

- Mascot Prop Violations -2.0
- Mascot Inappropriate Choreography – 2.0
- Mascot Format Violation -2.0



NAIA DEDUCTIONS THAT DIFFER FROM NCA

Deduction	Description of Penalty
5.0	Deduction for not having the minimum number of competitors; this is a one-time deduction per competition.
5.0	Not submitting a performance lineup by the required deadline. Note: a lineup may be changed prior to the start of a competition.
5.0	Unsportsmanlike conduct by a coach or student athlete, as determined by the competition officials.
5.0	Inappropriate costume/uniform as determined by NCA Rules.
5.0	Use of vulgar or suggestive choreography. This includes, but is not limited to, movements or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications, such as hip thrusting and inappropriate touching, slapping, positioning of body parts and positioning to one another.
5.0	Use of music or words unsuitable for family listening. This includes, but is not limited to, vulgar or suggestive language, swearwords, and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body, and/or violent acts or behavior. Note: Removing improper language or words from a song and/or replacing it with sound effects or other words constitutes inappropriate and deductions will be made accordingly.

Additional deductions are possible in the areas of Interruption of Performance.



CHEER SAFETY/DEDUCTIONS

Score Sheet

School: _____

Number of participants: _____

Time of Routine	Description
	Overtime 3-5 Seconds (.25 deduction)
	Overtime 6+ Seconds (1.0 deduction)

Over Time
Deductions

If an infraction results in a Warning, make sure to include 'Warning' in description and apply no Deduction.

Inappropriate Infraction	Description (<i>Sportsmanship, inappropriate music, language, routine, etc.</i>)

Total number of Inappropriate Infractions: _____

multiplied by 5.0 =

Other Rule Infractions	Description and Deductions Points

Total of Other Rule
Infractions

TOTAL DEDUCTION =

Add all values in far right column (light grey boxes) to achieve the Total Deduction.

Disqualified? YES NO



TOTALS SHEET

(For use at regular season competitions only)

School: _____

Building Total (not to include overall effect)	40 Max
Tumbling Total (not to include overall effect)	30 Max
Overall Master Total (not to include overall effect)	20 Max
Overall Effect – Building (9-10 points)	
Overall Effect – Tumbling (9-10 points)	
Overall Effect – Overall Master (9-10 points)	
Overall Effect Subtotal (27-30 points)	
Overall Effect Score Averaged (divided by 3 = 9-10 points)	10 Max
SUBTOTAL	

Subtract deductions from subtotal to create total score

DEDUCTIONS

TOTAL SCORE	
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PRELIMINARY TOTALS SHEET

(For use at the National Championship and any competitions with Prelims and Finals)

School: _____

Building Total (not to include overall effect)	40 Max
Tumbling Total (not to include overall effect)	30 Max
Overall Master Total (not to include overall effect)	20 Max
Overall Effect – Building (9-10 points)	
Overall Effect – Tumbling (9-10 points)	
Overall Effect – Overall Master (9-10 points)	
Overall Effect Subtotal (27-30 points)	
Overall Effect Score Averaged (divided by 3 = 9-10 points)	10 Max
SUBTOTAL	

Subtract deductions from subtotal to create total score

DEDUCTIONS

PRELIMINARY TOTAL SCORE	
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FINAL TOTALS SHEET

(For use at the National Championship and any competitions with Prelims and Final.)

School: _____

Building Total (not to include overall effect)	40 Max
Tumbling Total (not to include overall effect)	30 Max
Overall Master Total (not to include overall effect)	20 Max
Overall Effect – Building (9-10 points)	
Overall Effect – Tumbling (9-10 points)	
Overall Effect – Overall Master (9-10 points)	
Overall Effect Subtotal (27-30 points)	
Overall Effect Score Averaged (divided by 3 = 9-10 points)	10 Max
SUBTOTAL	

Subtract deductions from subtotal to create the final score

DEDUCTIONS

FINAL SCORE

X **.75** =

PRELIMINARY SCORE

X **.25** =

*Add the two boxes to
create the Overall Score*

OVERALL TOTAL SCORE



COMPETITIVE CHEER or DANCE APPEAL FORM

DIRECTIONS: Fill out this form as completely as possible.

- Coaches have 10 minutes from time of receiving their team's scoresheet to alert the host institution/game day manager that an appeal will be made.
- Coaches have 15 minutes in total from the time of receiving their team's scoresheets to submit appeal paperwork.
- Appeal fees will be refunded if the appeal is upheld.

☐ \$100 Appeal (checks payable to the NAIA; must pay on site)

Mail to: NAIA, ATTN: Fred Aubuchon 120 W 12th St, Suite 700 Kansas City, MO 64105

Coach Name: _____ School: _____

Competition Name: _____

☐ incorrect difficulty range per NAIA modifications

☐ incorrectly applied safety infraction

☐ incorrectly applied deductions

Please indicate the reason for the appeal and the remedy sought:

Please cite any applicable competition rules by number and page: _____

Signature: _____ Time and date of filing: _____

Decision of Head Official:

Signature of Head Official: _____

Time and date of decision: _____



Host Institution Score Cheer & Dance Appeal Tracker Form

Institution Name	Sport	Time Scoresheets Given	Coach Initials (received scoresheets)	Appeal Submitted (yes or no)	Appeal Payment Method	Appeal Won or Lost

Please maintain a copy of this for your records. Payment for appeals should be sent to:

NAIA National Office, ATTN: Fred Aubuchon 120 W. 12th St, Suite 700 Kansas City, MO 64105