

VAULT	BARS = 0.2 each	BEAM = 0.2 each	FLOOR = 0.2 each
1. One Vault – No Bonus Rule Three Attempts Touch w/o go over = Attempt Invert with go over = Vault	1. Bar Changes, 2 minimum	1. Acro Series – 2 Flight elements Minimum of 1 “C” Flight With or Without Hand support Start and Finish on the Beam A (Group 7) + E Acro = OK SR	1. Two Direct Saltos OR Acro Series with 2 Saltos Same or Different Saltos No Aerials
2. Tsukahara or ¼ t. Vaults Lead arm bend allowed Deduct 2 nd arm bend	2. Flight Elements (no dismounts) “C” and “C” Different or “D” and “B”	2. Dance Series – 2 elements Minimum of 1 “C” dance Leaps, Jumps, Hops, Turns	2. Three Different Saltos within the exercise
3. Deduct 1.0 – each judge <ul style="list-style-type: none"> • Only One Hand • No Hands • Spot During the Vault • Failure to land feet first (includes fall) 	3. “C” element with LA Turn (Not including dismount)	3. Leap/Jump with 180° Split May be in Dance Series	3. Dance Passage 2 Different Elements from Group 1 (Leaps, Jumps, Hops) Turns allowed between elements Direct or Indirect Connection One 180° Leap
	4. “C” Dismount Same A + A → C = - 0.1 Same B + B → C = - 0.1	4. Turn – minimum 360° Group 3, no hand support	
4. Event Finals = 3 attempts /vault Same vault = - 0.1 (CJ)	** One element may fulfill more than one Special Requirement.	5. “C” Dismount or “D” Acro + “B” Dismount	4. Last Salto “C” minimum Isolated or in Acro Connection

2016 – ADDITIONAL COLLEGIATE RULES

VAULT	BARS	BEAM	FLOOR
Video Review Fails = - 0.3 team	Video Review Fails = - 0.3 team	Video Review Fails = - 0.3 team	Video Review Fails = - 0.3 team
Out of Order = - 0.1 team	Out of Order = - 0.1 team	Out of Order = - 0.1 team	Out of Order = - 0.1 team
Leo above hip bone = - 0.1 average, after warning	Leo above hip bone = - 0.1 average, after warning	Leo above hip bone = - 0.1 average, after warning	Leo above hip bone = - 0.1 average, after warning
Out of Uniform = - 0.3 team/ind.	Out of Uniform = - 0.3 team/ind.	Out of Uniform = - 0.3 team/ind.	Out of Uniform = - 0.3 team/ind.
Vault Runway: No chalk marks = - 0.2 average Removable tape or Velcro allowed Sting Mat on runway = - 0.3 average	LB must be adjustable to 165 cm HB must be adjustable to 245 cm Without the bar height adjusters LB/HB same angle at max. width	Chalk may not be applied directly to the beam. = - 0.2 average Small chalk marks on the top surface allowed.	Corner chalk arc line allowed. Tape may not be placed in the center of the FX mat.
Touch Warm-up: each gymnast allowed 2 times over the vault, including the alternate. (4:00 touch)	Plywood Board allowed for Mounts Non-skid surface – both sides = - 0.3	Plywood Board allowed for Mounts Non-skid surface – both sides = - 0.3	Coaches must clearly mark additional mats to indicate the actual boundary lines.
Maximum Table height = 135 cm	Broken / Torn Grips: gymnast may repeat at the end of team rotation.	Minimum of 15’6” matting on the dismount end of beam.	Failure to mark mats = - 0.1 average
82’+ Runway = No Deduction	Max. Mount (27’6”) = - 0.1 average	Max. Mount (27’ 6”) = - 0.1 average	One Mat per Pass = - 0.3 average

2016 – NCAA ELEMENT VALUES

Editor, Priscilla K. Hickey

BARS	UB	BEAM	BB	FLOOR	FX
2.301 Cast Handstand + 1/1t. Healy	= D	2.202 Straddle 1/4t. (cross – side; side – cross)	= C	6.201 Front Salto Piked	= A
2.303 Uprise Handstand + 1/1t. Healy	= D				
2.303 Uprise Handstand + ½ t.	= D	2.307 Stag Ring or Ring Leap/Jump	= D		
2.401 Cast Handstand 1½ t. IN (Miller)	= E				
2.403 Uprise Handstand 1½ t. IN (Reeder)	= E				
4.403 Back Giant Hst. 1½ t. IN (Dawes)	= E	7.412 Full Twisting Flic-Flac swing down	= E		
3.305 Clear Hip Handstand + 1/1t. Healy	= D	8.301 Front Salto – One Leg to Sit	= D		
4.303 Back Giant Circle + 1/1t. Healy	= D	8.304 Back Salto – Layout step-out	= D		
5.302 Front Giant Circle + 1/1t. Healy	= D	8.404 Back Salto – Layout 2 ft. w/ Pike Down	= D		
6.301 Front Stalder Circle + 1/1t. Healy	= D	9.202 Gainer Front Stretched 1/1t. (side/end)	= C		
6.301 Front Stalder Circle with or w/o ½ t.	= D	Gainer Front Tucked 1/1t. (side/end)	= B		
6.401 Front Stalder Circle + 1/1t. IN	= E				
		9.304 Front Salto Tuck/Stretch 1½ t. (off 2 ft.)	= D		
6.304 Back Stalder Circle + 1/1t. Healy	= D	9.404 Front Salto Stretch 2/1t.	= E		
6.304 Back Stalder Circle with or w/o ½ t.	= D	9.406 Back Salto Stretch 2½ t.	= E		
6.404 Back Stalder Circle + 1/1t. IN	= E	9.308 Gainer Salto Stretch 1½ t. (off side)	= D		
		9.408 Gainer Salto Stretch 2 – 2½ t. (off side)	= E		
7.308 Front Sole Circle (Hst.) + 1/1t. Healy	= D				
7.309 Back Sole Circle (Hst.) + 1/1t. Healy	= D	9.309 Gainer Back Tuck – 1/1t. off END	= D		

2016 – NCAA CONNECTION VALUES

RANGE of SCORES		BEAM	CV	FLOOR	CV
		B + C (C-Salto) receives NO BONUS	NO	Turn + Jump	
9.5 – 10.00 = 0.2		B + D (Any Flic + Layout Step-out)	NO	C + C	0.1
9.0 – 9.475 = 0.3		B + B + D (Flic + Flic + Layout Step-out)	0.1	C + D	0.2
8.0 – 8.975 = 0.5		B - Dismounts (No Connection Value)	NO	Salto / Dance / Salto	
Below 8.0 = 1.0		B + D (Flic + Layout 2ft. w/ Pike Down)	0.1	C + A + A	0.1
		B + D (Roundoff + Layout Step-out)	0.2	F. Layout + F. Layout	
		B + D (Dance + Layout Step-out)	0.2	B + B	NO
		B + B + C (3 Acro on the Beam = Bonus CV)	0.1		

2016 – NCAA COMPOSITION DEDUCTIONS

Editor, Priscilla K. Hickey

2016 – Must Indicate Compositional “Up to the Level” Deduction on White Index Card (- 0.1)

UB	BARS	BB	BEAM	FX	FLOOR
<u>0.05</u>	Lack of Variety in Choice of Elements or Connections <ul style="list-style-type: none"> • Overuse one group • Overuse one specific element • Overuse same element for CV • Highest Difficulty connected to Lowest Difficulty value 	<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 Mounts, Rolls, Walkovers, 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> <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 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 OR D/E Bonus Element
<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 1 receives deduction • fall, first element to resume counts 	<u>0.1</u>	Lack of Variety in Choice of Dance (removed shape requirement 2016) Prone Landing – Leap/Jump/Hop more than one element to prone		Lack of Variety in Choice of Dance (removed shape requirement 2016)
<u>0.05</u>	Insufficient Distribution of Elements <ul style="list-style-type: none"> • Difficulty not maintained thruout • Difficulty in same section 	<u>0.05</u>	Insufficient Distribution of Elements <ul style="list-style-type: none"> • Difficulty not maintained thruout • Difficulty in same section 	<u>0.05</u>	Insufficient Distribution of Elements <ul style="list-style-type: none"> • Difficulty not maintained thruout • Difficulty 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"> • Spatially – entire length of beam • Directionally – forward/back/side • Level Changes throughout high off, standing, semi-low, low no longer required to touch torso 	<u>0.05</u> <u>0.05</u>	Insufficient Use of Floor Area <ul style="list-style-type: none"> • Spatially – floor pattern • Directionally – forward/back/side
<u>0.1</u>	Choice of Elements – not up to the competitive level: <u>0.1</u> One of the following: <ul style="list-style-type: none"> • Single Bar “D” Release • One “E” Release • min. 2 “D” Releases • min. 2 “E” Elements AND minimum “D” Dismount or C Dismount with CV Bonus.	<u>0.1</u>	Choice of Elements – not up to the competitive level: <ul style="list-style-type: none"> • Flight Series must end ON the Beam and may not be used in dismount series. • Flight Series performed on the beam without Connection Value, Additional “D” Acro is required. (mount and dismounts included) <ul style="list-style-type: none"> • or Additional “E” dance element is required. 	<u>0.1</u> <u>0.1</u> (each)	Choice of Elements – not up to the competitive level: (3 parts) <ol style="list-style-type: none"> 1) One “E” Element (Dance/Acro) or 2 Different “D” Elements (1 Acro) 2) One <u>3-Acro Series</u> with C/D/E Salto 3) Acro <u>Dismount C + CV</u> or D/E Salto Only 2 Acro Passes: <ul style="list-style-type: none"> • One must include min. “D” Salto • Other must have + 0.2 CV or “D” <ul style="list-style-type: none"> • Prone Landings: more than 1 acro element to prone max.2 prone landings: 1acro, 1 dance 1 ¼ Saltos to prone = root value

2016 – NCAA SCORING

ALL EVENTS	
a.	OPEN SCORING during Regular Season, Regional and National Championships.
b.	Judges are to sit apart.
c.	Judges core flashed and rotated. Average score raised and rotated.
d.	Flash Scores and Start Value – Simultaneously.
e.	Score verification NCAA Championships.
f.	RANGE OF SCORES:
	<ul style="list-style-type: none"> 9.5 – 10.00 = 0.2
	<ul style="list-style-type: none"> 9.0 = 9.475 = 0.3
	<ul style="list-style-type: none"> 8.0 – 8.975 = 0.5
	<ul style="list-style-type: none"> Below 8.0 = 1.0
	CONFERENCES – should occur if ...
	<ul style="list-style-type: none"> Two counting scores out of range. Impossible Start Value impacts the Ave. Inquiry Submitted
g.	SIGNAL – may not sub. after athlete signals CJ
h.	INQUIRIES at National Championships

2016 – NCAA UNIFORM POLICIES

ALL EVENTS	
	Team = identical leotards
a.	Leotards = one piece
	Briefs = same color or skin tone
	Sports Bra = same or contrast color, identical
b.	Straps = minimum 2 cm (7/8”) in width
c.	Swimsuit Apparel = practice or warm-ups only
d.	Leotard above Hip bone = - 0.1, after warning
e.	Event Finals = individual leotards allowed
f.	Out of Uniform = - 0.3 Team / Ind. competition

2016 – NCAA JEWELRY POLICY

ALL EVENTS	
0.2	Deduction after Warning, off event score.
	One stud per ear allowed
	No other jewelry is permitted

2016 – NCAA WARM-UP POLICY

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

2016 – UNSPORTSMANLIKE CONDUCT

ALL EVENTS	
0.1	Gymnast misconduct after Warning, Deduction off Individual Event score.
0.1	Coach misconduct after Yellow Card Warning, Deduction off Team score.

2016 - NCAA Video Review Process – Regular Season Only

7.1 In the event that an inquiry response is unsatisfactory to the coach, a video tape may be used for the purpose of review under the following conditions:
a. Each team is allowed ONE review per meet.
b. The institutional team video or TV production footage must be used for the review. The video may be taken from any vantage point.
c. A review that fails results in a 0.3 deduction from the team score.
d. All reviews must be specific to the performance or nonperformance of a particular Value Part combination of skills or neutral deductions (i.e., out of bounds).
e. Reviews may not be used to evaluate a question of execution deductions. These requests will result in a .30 deduction.
f. Reviews MAY be viewed in slow motion.
g. The review must be submitted to the meet director within 5 minutes following the conclusion of the meet. During this time, the scores are being verified by the judging panel and the head scorer's table, and if done correctly would not add any additional time the meet, since the coach requesting the review has to provide the team's own camera with the deduction in question already queued up for review.
h. The coach requesting the review must provide a signed Video Review Request Form (VRF), (Appendix II), 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. 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 fails, judges may not change their scores, the 0.3 will be deducted from the team score. If the review is successful, the score will be adjusted accordingly.
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 score sheet and the meet director will deliver the VRF to the coach.
k. Decisions rendered by the judges' review panel are final and cannot be overturned.

NCAA Meet Referee Duties: Review with Meet Director & Judges

Priscilla K. Hickey, 2016
Updated 11-19-15

1. Viewing Warm-ups: prior to the competition
 - Judges may **NOT** view the warm-ups (as of 2016).
2. Judges Meeting: 30 minutes prior to competition, **Review Checklist** and procedures
 - Take deductions that you can verify and be consistent
3. Hand Scoring Sheet & Order of Competition for each judge, prior to the competition
 - Score slips delivered to the event, sign and double check the order
4. Paper Trail for the competition (J2 to J1), communicate deficiencies, OB, etc., need runners
 - 4 runners needed (one per event).
5. Timers: UB (Falls), BB (Falls & Routine), FX (Routine) give instructions prior to the meet
 - 4 stop watches are needed for a quad meet
6. Line Judges: (2-FX) on opposite corners of the judges, give instructions prior to the meet
 - Yellow flags for each Line judge. Paper and pen to record out of bounds for CJ
7. FX Music: coaches responsible for checking the “timing” of routines
 - Timer for FX may also be a Line Judge
8. SV / Score / **Composition** Flashers: simultaneously display both the SV, Score, **Composition**
 - Give instructions to helpers, CJ helper is the “captain” of the event
9. Conferences: Out of Range, Impossible SV, or Inquiry.
 - Pro Score – display scores before the conference, then change scores, if needed
10. Inquiries: taken directly to CJ after the rotation has been completed
 - Inquiries should be completed before next rotation warm-ups begin
11. Neutral Deductions: may be corrected if mistake is made and deduction not taken
 - Display neutral deductions (signs for OB or OT)
12. Out of Order: (-0.1 TEAM) submit deduction to the meet director
 - May change order before 1st athlete’s signal, after 1st athlete - must replace in same order.
 - After an athlete signals CJ – may not substitute for another athlete.
13. Mounting Distances: (-0.1 CJ)
 - UB / BB Mounts = 27’6” length of manufactured mats, exceed matting = deduction.
14. Vaulting Hand Placement Mat & Safety Collar: (-0.3 CJ)
 - Manufactured Hand Placement Mat (no sting mat); Safety Collar for Round-off entry.
15. Excessive Use of Chalk (-0.2 CJ)
 - Vault runway, Beam side surfaces, Floor corners.
16. Plywood Board (-0.3 CJ) for beam and bars
 - Non-skid surface on both sides of the board, must move plywood/board.
17. FX matting: Coach is responsible to place the mat and clearly mark the lines (chalk/towel)
 - (-0.1 CJ) boundaries must be marked clearly, before raising the flag
 - (-0.3 CJ) using more than one allowable matting surface per pass
18. Unsportsmanlike Coaching Conduct: “Did behavior distract you from judging”
 - (Yellow Card) warning for first offense; given by panel judge, CJ or MR
 - (-0.1 Team) each time after a Yellow Card warning
19. Uniform Deductions & Warnings: inform the MR, if warning has been issued
 - Jewelry (-0.2 CJ) after warning, each event; must remove jewelry, OK one stud per ear.
 - Leotard above Hip bone (-0.1 CJ) after warning, each event
 - Out of Uniform (-0.3 TEAM) after warning, comp #, no briefs, non-identical team leo.
20. Warm-up Time Exceeded: (-0.2 off TEAM) after warning; OK if preparing to perform skill
21. Video Review Process: Meet Director is the facilitator (not coaches); 5 min. after the meet
 - Reviewed only by the Event Panel + MR or next highest rated judge (majority rules)
 - Video Camera / **TV, Slow Motion OK, Specific to Value Part or Neutral Deductions.**
 - (-0.3 off TEAM) if not honored or Scores may be changed after honored review
22. Check Scores off the floor in judge’s room, check individual scores and sign score sheets
 - Summary Review forms completed after the score sheets are checked and signed

OUT of BOUNDS

0.1

OUT of BOUNDS

0.2

OUT of BOUNDS

0.3

OVERTIME

0.1

NCAA – Judging Assistant Procedures

Timing FLOOR ROUTINE

Timer (With stopwatch #1):

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

Stop: with the gymnast's final movement.

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

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

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

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: with first movement to continue the exercise.

“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 - 30 second period

Timer #2 (With stopwatch #2)

Start: when the gymnast falls off the beam and touches mat

Warning: say **“20 SECONDS REMAINING”** at 10 seconds

“10 SECONDS REMAINING” at 20 seconds

“TIME” at 30 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: when the gymnast falls off the BARS and touches mat

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.

NCAA - COACH
UNSPORTSMANLIKE CONDUCT
“WARNING”
First Time = Yellow Card
Notify Meet Referee

NCAA - COACH
UNSPORTSMANLIKE CONDUCT
“TEAM DEDUCTION – 0.1
After Warning = Deduction
Notify Meet Referee

NCAA - COACH
UNSPORTSMANLIKE CONDUCT
“WARNING”
First Time = Yellow Card
Notify Meet Referee

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“TEAM DEDUCTION – 0.1
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After Warning = Deduction
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