

WSCJA/WSCCA SAFETY-TECHNICAL PENALTY FORM

EVENT: _____ JUDGE #: _____ Tech _____ TIME OF NOTIFICATION: _____
 TEAM NAME: _____ DIVISION: _____ Game Day _____ #N/A _____

Warnings (Include Rule Number):	0.5 Point Infractions				
	Infraction	Rule Number	Deduction	QTY	Total
	Stepping on props, objects, and/or impediments while stunting or tumbling	NFHS Rule 2-1-7.a	0.5 per routine	<input type="checkbox"/>	0
	Prop described released to ground by top person	NFHS Rule 2-1-7.c.1	0.5 per routine	<input type="checkbox"/>	0
	Prop described not gently tossed or placed	NFHS Rule 2-1-7.c.2	0.5 per routine	<input type="checkbox"/>	0
	Discarded sign hits person	WIAA SOP Scoring	0.5 per person hit	<input type="checkbox"/>	0
	Out of Bounds	WIAA SOP Scoring	0.5 per person	<input type="checkbox"/>	0
	1 Point Infractions (per person)				
	WIAA Point Deductions				
	Infraction	Rule Number	QTY	Total	
	Tumbling fault: tumbler tumbles into or hits someone	WIAA SOP Scoring	<input type="checkbox"/>	0	
	Tumbling fault: tumbler lands on knees, head, back or bottom	WIAA SOP Scoring	<input type="checkbox"/>	0	
	Minor stunt fault: hand, elbow, or knee hits the performing surface	WIAA SOP Scoring	<input type="checkbox"/>	0	
	2 Point Infractions (per person)				
	Infraction	Rule Number	QTY	Total	
	Major stunt fault: hip, bottom, shoulder, head, side or back hits the performing surface	WIAA SOP Scoring	<input type="checkbox"/>	0	
	Cheerleader apparel/accessories (gum, jewelry, hair, glitter, etc)	NFHS 2.1.5, 2.1.9, 3.1.1, 3.1.5; WIAA SOP Rules & Regulations	<input type="checkbox"/>	0	

5 Point Infractions (per instance)				
NFHS Rules 3-2-1 through 3-10-2				
Rule Number	Infraction	QTY	Total	
		<input type="checkbox"/>	0	
		<input type="checkbox"/>	0	
		<input type="checkbox"/>	0	
		<input type="checkbox"/>	0	

5 Point Infractions (per instance)					
NFHS Rule 2-2-1; WIAA Overtime Rules & Regulations					
NFHS Rule 2-2-1	Sportsmanship - Explain:			<input type="checkbox"/>	0
Music Time:	N/A	Routine Time:	WIAA: 1-10 sec over = 5pts, 11-20 sec over = 10 pts, and so on. Enter number of seconds over in quantity.	0	0

GAME DAY					
Point Deductions					
Major Deductions - 5 points each					
WIAA SOP Scoring	The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song			<input type="checkbox"/>	0
WIAA SOP Scoring	No stunting or tumbling, aside from jumps and kicks, is permitted in the Band Chant			<input type="checkbox"/>	0
WIAA SOP Scoring	Incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling in the Fight Song (if the Fight Song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times)			<input type="checkbox"/>	0
WIAA SOP Scoring	Stunts are not allowed as a transition before/between sections (this would include the team's entry to the floor and any time prior to starting the performance)			<input type="checkbox"/>	0
Minor Deductions - 2 points each					
WIAA SOP Scoring	Tosses (basket, sponge or elevator) are NOT allowed			<input type="checkbox"/>	0
WIAA SOP Scoring	Inversions are NOT allowed			<input type="checkbox"/>	0
WIAA SOP Scoring	Twisting Released Dismounts are NOT allowed			<input type="checkbox"/>	0
WIAA SOP Scoring	Single leg stunts are limited to liberties and liberty hitches (body positions are not allowed)			<input type="checkbox"/>	0
WIAA SOP Scoring	Running Tumbling (tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill) is NOT allowed			<input type="checkbox"/>	0
WIAA SOP Scoring	Connected tumbling skills are NOT allowed and a back tuck is the most elite tumbling skill allowed (a single skill jump-tumble would be allowed)			<input type="checkbox"/>	0

GRAND TOTAL: 0