

12. Tie-Breaking System

- 12.1 Levels 1-4: Ties are not broken at this level.
- 12.2 Levels 5-7: Use the score of the second pass to break the tie. If there is still a tie, then duplicate awards will be given for ties.
- 12.3 Levels 8-9: Use the score for the second pass to break the tie. If still tied, then the two highest judge's execution scores in the second routine are used to break the tie. If still tied, then duplicate awards will be given for ties.
- 12.4 Level 10 Preliminaries: Use the score in the third pass of preliminaries to break the tie. If still tied, then the two highest judge's execution scores in the third routine are used to break the tie. If still tied, then duplicate awards will be given for ties.
- 12.5 Level 10 Finals: Use the score in the second pass of finals to break the tie. If still tied, then the two highest judge's execution scores in the second pass are used to break the tie. If still tied, then duplicate awards will be given for ties.
- 12.6 Example of distribution of awards if the tie cannot be broken:
 - Two competitors are tied for 2nd place.
 - Award the 1st place medal to the gymnast with the highest score.
 - The 2nd place medals are then presented to the tied gymnasts.
 - There is NO 3rd place medal.
 - The 4th place award is then presented to the next gymnast, and so on.

13. Warm-Up

- 13.1 All competitors will be allowed warm-up passes during the flight warm-up prior to competition. A touch is considered one pass.
 - 13.1.1 Levels 1-7 A run and two touches
 - Levels 8 – 9 A run and three touches
 - Level 10 A run and four touches
 - Level 10 finals A run and three touches
- 13.1.2 No general warm-up period is required; however a general warm up may be provided if time allows.
- 13.1.3 In the event that a competitor abuses the warm-up rules, the Superior Judge may instruct each of the Execution Judges to deduct 0.1 pt from their subsequent mark.
- 13.1.4 Warm-up on the competition hall equipment may be eliminated if equivalent equipment is provided in an adjacent hall.
- 13.1.5 The dress code must be followed for all training sessions and warm-up times.

	OR	
	6.3.5.2	After landing, touching the track or landing zone/area with one or both hands 0.5
	6.3.5.3	After landing, falling to the knees, hands and knees, seat, front or back on the track or landing area 1.0
	6.3.5.4	Assistance from a spotter after landing 1.0
	6.3.5.5	After landing in the landing area or on the track, leaving the landing area or track, or touching outside the landing area or touching the floor with any part of the body 1.0
	6.3.5.6	Total landing deductions may not exceed 1.0 pts.
6.4	Superior Judges Deductions <i>(In addition to form and landing deductions)</i>	
	6.4.1	Not ending in a two-foot landing 0.5
	6.4.2	Talking to or giving any form of signal to a competitor by his/her spotter or coach after the start of the pass, for each occurrence 0.3
	6.4.3	Not initiating the first skill within 20 seconds after the signal is given by the Superior Judge 0.1
	6.4.4	Abusing the warm-up time 0.1
	6.4.5	Levels 1-3: Taking significant steps (three or more or running) or a major stop (longer than three seconds). 1.0
	6.4.6	Touching outside the outer lines of the tumbling track with any part of the body. 1.0
	6.4.7	Does not perform the compulsory pass as written, for each occurrence 1.0
	6.4.8	Pass changing directions 1.0
	6.4.9	Taking one to two steps or hops prior to the power hurdle 0.1
	6.4.10	Taking three or more steps or runs prior to the power hurdle 1.0
	6.4.11	Not performing the power hurdle 1.0
	6.4.12	Running prior to a pass that must start from a stand 1.0
	6.4.13	After landing in the landing zone, touching or falling outside the landing zone with any part of the body 0.1
	6.4.14	Landing outside the outer lines of the track or landing zone 0.5

- 5.4 Second attempts at passes are not allowed.
 - 5.4.1 If a competitor is obviously disturbed in a pass (faulty equipment or substantial external influence), the Superior Judge may allow another attempt. A competitor's apparel is not considered "equipment." (See Guide to Judging.)
 - 5.4.1.1 Spectator noise, applause and the like would not normally constitute a disturbance.

6. Interruptions of a Pass

- 6.1 A pass will be considered interrupted if the competitor:
 - 6.1.1 Falls to the track/zone/area during a pass
 - 6.1.2 Touches outside the outer lines of the tumbling track with any part of the body
 - 6.1.3 Is touched by a spotter
 - 6.1.4 Level 9: Does not perform the compulsory pass as required. The pass is interrupted at the point of change
 - 6.1.5 Takes intermediate steps or stops
 - 6.1.6 Performs a skill that is not listed in Rule 4
 - 6.1.7 Touches the mat with any part of the body other than the hands or feet
 - 6.1.8 Changes directions in the pass
 - 6.1.9 Initiates the last skill from the landing area
 - 6.1.10 Ends a pass with an incomplete skill or fails to land on two feet. (see Guide to Judging.)
- 6.2 A gymnast will be judged only on the number of skills completed on the feet on the tumbling track or landing area. (Note: No element will be counted if initiated from the landing area.)
- 6.3 No credit will be given for the skill in which the interruption occurs with respect to rules 6.1.1 – 6.1.10 and no additional deductions will be taken.
- 6.4 The decision is made by the Superior Judge.

7. Scoring

- 7.1 Judges
 - 7.1.1 A Superior Judge who also acts as an Execution Judge and the Difficulty Judge. Must be Category II or higher.
 - AND**
 - 7.1.2 Two additional Execution Judges. Must be category II or higher.
- 7.2 Degree of Difficulty
 - 7.2.1 Only skills terminating on the feet will be evaluated.
 - 7.2.2 Each somersault (360°) 0.5
 - 7.2.3 Single somersaults without twist performed in the pike or straight position will receive a bonus of 0.1
 - 7.2.4 Whip-backs 0.3
 - 7.2.5 Flic-flacs and round-offs 0.2
 - 7.2.6 Twisting in somersaults
 - 7.2.6.1 ½ twist (180°) 0.1
 - 7.2.6.2 Each ½ twist more than 1 (one) twist (360°) 0.2
- 7.3 Execution Deductions
 - 7.3.1 Subtract deductions from the maximum mark indicated by the Superior Judge.
 - 7.3.2 Lack of form, control, height and rhythm in each skill. 0.1-0.5
 - 7.3.3 Evaluate the execution in the range of 0.0 to 0.5.
 - 7.3.3.1 Slight faults, for each occurrence 0.1-0.2
 - 7.3.3.2 Substantial faults, for each occurrence 0.3-0.4
 - 7.3.3.3 Major faults, for each occurrence 0.5
 - 7.3.4 Execution Judges' scores must be no more than 0.5 pts higher or 0.5 pts lower than the median score. The Superior Judge will instruct the Execution Judges to re-evaluate their scores if the score(s) are out-of-range.