



College STUNT Official Scorebook



Date: ____/____/____

Start Time: _____ End Time: _____

Home Team

Away Team

				Coin Toss < >								
30/90 TO/CH	Poss	Round Score			Home Score	Routine	Away Score	Round Score			Poss	30/90 TO/CH
Quarter 1 – Partner Stunts												
Quarter 2 – Pyramids & Tosses												
Quarter 3 – Jumps & Tumbling												
PS	JT	PT	Quarter 4 – Team Routine				PS	JT	PT			
Overtime												
						Final						

Note any music malfunctions - Quarter: ____ Round: ____ Routine: ____
Details:

Note any injury timeouts - Quarter: ____ Round: ____ Routine: ____
Details:



20 MINUTES PRIOR TO GAME TIME:

- Line up teams alongside mats; check for jewelry – not allowed.
- Check jerseys and spotter attire.
- Start 15 MINUTE WARM UP, then National anthem.

COIN TOSS:

1. **Welcome** – introduce yourself.
2. **Whistle** – blow to start and stop music/for injury.
3. **Spotters** – must be in contrasting color to jersey colors.
4. **Boundaries** – out of bounds will be evaluated, coaches must stay in coaches' area, call routines from front of mat.
5. **Coaches** – no electronic devices; only 1 coach call routines.
6. **Timeouts** – 2 30-second timeouts, 2 90-second timeouts available during regulation.
7. **Challenges** – 1 per half; do not carry over. Must have 90-second time available to challenge.
8. **Q4** – transitions evaluated; can both teams execute 1 section of 4 different routine levels? No, 2 rounds only.
9. **Coin Toss** – show coin; 1 person to call; home team calls in the air.
10. **Sportsmanship** – remind of good sportsmanship; *teams shake hands & wish good luck.*

REF	AWAY				HOME				GAME #
TEAM									
COIN TOSS	WIN / LOSS				WIN / LOSS				TIME:
POSSESSION	1 st HALF/2 nd HALF				1 st HALF/2 nd HALF				
TIMEOUTS	30	30	90	90	30	30	90	90	@
CHALLENGES	1 st HALF/2 nd HALF				1 st HALF/2 nd HALF				
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
1	1								
	2								
	3								
	4								
2	1								
	2								
	3								
	4								
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
3	1								
	2								
	3								
	4								
4	1								
	2								
	3								
	4								
	RND	RT #	AWAY	POSS	HOME	SCORE			
OT	1								
	2								



GAME TIME:

- Watch after “ding ding” to make sure music start is correct.
- Watch for any injury issues.

HALFTIME:

- **Mercy Rule** – losing team can inform the Referee they would no longer like to continue the game when it is mathematically impossible to catch up.
- **Coaches Challenge** – college ONLY has 1 available, they do not carry over into overtime.
- **Address anything additional needed.**

OVERTIME (when applicable):

- **College** – begin with Routine 3, unless it was the last routine played in Quarter 4. Proceed to Routine 4.
- **Timeouts** – no timeouts in overtime. There will be a 1 minute break between rounds.

POST GAME:

- ROUTINE OFFICIALS hand out GAME SUMMARY REPORTS to coaches.
- Report scores immediately after the game.

COLLEGE ONLY – CHALLENGES

HOME TEAM – 1st Half Q1 or Q2

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		

AWAY TEAM – 1st Half Q1 or Q2

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		

HOME TEAM – 2nd Half Q3 or Q4

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		

AWAY TEAM – 2nd Half Q3 or Q4

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		



STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q4

Official: _____



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				



STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q4

Official: _____



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				



Game Summary Sheet



Home _____

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Away _____

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Home _____

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Away _____

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS				
Rnd 1 JT				
Rnd 1 PT				
Rnd 2 PS				
Rnd 2 JT				
Rnd 2 PT				
Rnd 3 PS				
Rnd 3 JT				
Rnd 3 PT				
Rnd 4 PS				
Rnd 4 JT				
Rnd 4 PT				

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS				
Rnd 1 JT				
Rnd 1 PT				
Rnd 2 PS				
Rnd 2 JT				
Rnd 2 PT				
Rnd 3 PS				
Rnd 3 JT				
Rnd 3 PT				
Rnd 4 PS				
Rnd 4 JT				
Rnd 4 PT				

8/12 or More = 8/12 or more total deductions

Modification(s) = Lists the skill(s) that was considered modified/omitted

It is the coach's responsibility to refer to the 8-count sheets and glossary, in addition, to reviewing personal film from the game to assess each of the errors.



Game Summary Sheet



Home _____

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Away _____

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Home _____

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Away _____

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS				
Rnd 1 JT				
Rnd 1 PT				
Rnd 2 PS				
Rnd 2 JT				
Rnd 2 PT				
Rnd 3 PS				
Rnd 3 JT				
Rnd 3 PT				
Rnd 4 PS				
Rnd 4 JT				
Rnd 4 PT				

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS				
Rnd 1 JT				
Rnd 1 PT				
Rnd 2 PS				
Rnd 2 JT				
Rnd 2 PT				
Rnd 3 PS				
Rnd 3 JT				
Rnd 3 PT				
Rnd 4 PS				
Rnd 4 JT				
Rnd 4 PT				

8/12 or More = 8/12 or more total deductions

Modification(s) = Lists the skill(s) that was considered modified/omitted

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