

**i. SYNCHRONIZED TRAMPOLINE EQUIPMENT**

Refer to General Rules of Trampoline

1. During synchronized competitions, the trampolines must be parallel and not staggered. The distance between them, measured from the outer edges of the frame, must be 7'.

**j. DOUBLE MINI TRAMPOLINE EQUIPMENT & SAFETY**

**EQUIPMENT:**

1. Double-Mini -Regulation Size with side pads (Recommended: 6mm bed or Euro-bed)
2. Landing Area - 6' x 12' x 12" or 62" x 13' x 12" required; 8' x 16' x 12" or larger recommended. On landing mats that are larger than 6' x 12' x 12" - the 6' x 12' landing zone must be marked in white or yellow line, a solid color zone 6' x 12' or a solid line of 12" minimum width with inside edge dimensions 6' x 12'. Touching the line is *out-of-bounds*.
3. Height of Hall -The interior height of the hall in which Double Mini tramp competitions are to take place must be at least 20 feet.
4. Padded Mats covering floor around Double-mini and Landing area
5. Run Up - Minimum 65 feet  
Floor Mats must be used on the run-up
6. During warm-ups and competition, the AAU recommends a spotter stands at the Dismount Area at all times.

**SAFETY:**

7. The competitor may have spotters.
8. The Superior Judge is responsible for controlling the actions of the spotters.
9. Beginner athletes ages 6 & under and athletes with a physical handicap (who must submit a letter of appeal to the AAU National Sports Chair may use a mat to mount the double-mini. All other athletes using a mat to mount the double-mini will receive a 0.5 pt deduction from each aesthetic judge. Only one folded 6'x 12'x 13"and/or 5' x 10' panel mat may be used for mounting the Double Mini trampoline. It may be placed either horizontal to or perpendicular to the Double Mini trampoline. Mats used for mounting on Double Mini must be lower than the lowest part of the bed of the Double Mini.

**3. JUDGES OFFICIALS/REFEREES REQUIREMENTS**

**GENERAL INFORMATION**

**d.** Officials are expected to dress in a professional manner.

1. Men must wear dark dress pants (solid navy blue or black), a solid navy blue sport coat, white shirt and a necktie. No pinstripes are allowed.
2. Women must wear a solid navy blue blazer with dark (navy blue or black) slacks or skirt (skirt no shorter than 2 inches above the knee) and a white shirt or blouse. No pinstripes or designs allowed. Hose and/or tights, if worn, must be must a solid black, navy or flesh color.
3. Dress shoes are to be a solid color (black, navy, or brown). Sandles may be worn if a minimum of 1" high.
4. Jeans and/or tennis shoes or flip-flop sandals are not acceptable attire.
5. Any departure from this attire will be under unusual circumstances (i.e. very hot weather). This decision will be made by mutual agreement between the Meet Director and the NTJC Board.
6. Unless prior notification has been made, all judges shall arrive at all competitions in the above mentioned attire.

Officials are to maintain a professional demeanor at all times. If a judge fails to carry out his/her duties in a satisfactory manner, he/she must be replaced. This decision

will be made by the arbitration jury upon the recommendation of the Superior Judge.

**e. DUTIES OF THE SUPERIOR JUDGE**

1. Help with the control of facilities.
2. Help direct the competition.
3. Inform aesthetic judges of major deductions for the routine.
4. Decide on the competitor=s proper dress.
5. Decide whether the spotter touched the competitor.
6. The competitors must execute their passes without external help. If a spotter touches the competitor, the pass will be interrupted at that point, and no credit shall be given for the assisted skill.
7. Decide when the competitors pass has begun.
8. Decide if and when the competitors pass is interrupted and declare the maximum mark in the case of an interrupted pass.
9. Responsible for controlling the actions of the spotter.
  - i. The AAU recommends that a spotter stand by the competition apparatus when a competitor performs any multiple somersaults.
10. Responsible for maintaining control of the physical area of competition.

**f. DUTIES OF THE AESTHIC JUDGE**

1. Evaluate the execution (for tumbling: form, consistency of height, deviation from center, control, speed, blocking; for trampoline: form, consistency of height, deviation from center, control, and rhythm; for double-mini: form, height, deviation from center, control, rhythm, and deviation from the center and end of the double-mini on landing)
2. Write down their deductions independently.
3. Subtract their deductions from the maximum mark indicated by the Superior Judge.
4. When signaled by the Superior Judge, the mark for execution must be shown.

**g. DUTIES OF THE DIFFICULTY JUDGE**

1. Determines the degree of difficulty.
2. Makes all decisions regarding positions of skills performed during a routine.
3. When signaled by the Superior Judge, flash difficulty score.
4. In synchronized trampoline, determine if the competitors perform the same skills at the same time.

**h. DUTIES OF THE SYNCHRONIZED TRAMPOLINE JUDGE (trampoline only)**

1. Evaluate the synchronized performance.
2. Make and record deductions for each unsynchronized landing.
3. Subtract their deductions from the maximum indicated by the superior judge.
4. When signaled by the superior judge, the mark for synchronization must be shown.

**i. DUTIES OF THE PENALTY JUDGE**

(for double-mini trampoline only)

1. Determine if the competitor lands on the center penalty zones during the performance of a mount, spotter, or dismount skill and inform the superior judge.
2. The penalty judge will stand next to the double-mini trampoline.

**j. It is recommended that judges scores be flashed in all events and at all levels.**

**TRAMPOLINE JUDGES SPECIFIC DUTIES**

**k. DUTIES OF THE SUPERIOR JUDGE**

1. Control of facilities.
2. Organize the Judges conference and the trial scoring.
3. Place and supervise all Judges and Recorders.
4. Direct the competition.
5. Convene the Competition Jury.
6. Convene and preside over the Arbitration Jury.
7. Supervise a draw for the starting order for Advanced in the event of ties.
8. Inform aesthetic judges of deductions for the passes.
9. Decide on the competitors dress.
10. Decide whether the spotter touched the competitor.
11. Decide when the competitors pass has begun.
12. Declare the maximum mark in the case of an interrupted pass.
13. Inform the aesthetic judges additional deductions.
14. Personally score the Execution in each pass before he verifies the marks of the Aesthetic Judges in case the difference between the scores is too great.
15. Supervise all scores, calculations and the final results.

**l. DUTIES OF THE AESTHETIC JUDGES**

1. Evaluate the Execution (form, consistency of height, control, and rhythm), and write down their deductions.
2. Subtract their deductions from the maximum mark indicated by the Superior Judge.

**m. DUTIES OF THE DIFFICULTY JUDGE**

1. Determining the degree of difficulty:
2. 1.1. The difficulty value of each skill is calculated on the basis of the amount of twists and somersault rotation.

i.	¼ somersault (90 degrees)	0.1
ii.	¾ somersault (270 degrees)	0.3
iii.	1/1 somersault (360 degrees)	0.5
iv.	½ twist (180) degrees	0.1
v.	1/1 twist (360) degrees	0.2
3. Skills without twist or rotation have no difficulty value.
4. In skills combining somersault and twist, the difficulty values of the somersault and twist are added together.
5. Single somersaults executed in the straight or pike position will be awarded any extra 0.1 pt. provided that there are 360N of somersault rotation without twist.
6. Multiple somersaults (2/1 or more), with or without twists, will be awarded an extra 0.1 pt. for each 360N of somersault executed in the straight or pike position.

**n. DUTIES OF THE DIFFICULTY SYNCHRONIZED JUDGES**

Refer to General Rules of Trampoline

1. Determine if the competitors in synchronized competition perform the same skills at the same time. The pair is deemed to have performed different skills if one of the pair is more than half a skill behind or ahead of the other.

**NOTE:** A pair may perform 2 twist to feet and there can be no interruption to the routine even if one of the pair adopts a "tuck" shape at the same point in the skill. In a Barani however, different positions are possible under the above criteria and therefore both partners must adopt the same position.

**SYNCHRONIZED JUDGE SPECIFIC DUTIES**

**o. DUTIES OF THE SYNCHRONIZATION JUDGE**

1. Evaluate the Synchronized Performance and write down their marks.
2. Subtract their deductions from the maximum mark indicated by the Superior Judge.
3. Make and record the following deductions for each unsynchronized landings:
  - i. Landing differences under 1'8" in height 0.1-0.3 pts
  - ii. Landing differences over 1'8" in height 0.4-0.5 pts
  - iii. After the 10th skills, not making the same movement (out-bounce or standing still) 0.2 pts

**DOUBLE MINI TRAMPOLINE JUDGES SPECIFIC DUTIES**

**p. DUTIES OF THE SUPERIOR JUDGE**

1. Control of facilities and organize the Judges conference and the trial scoring.
2. Place and supervise all Judges and Recorders.
3. Direct the competition.
4. Convene the Competition Jury.
5. Convene and preside over the Arbitration Jury.
6. Supervise a draw for the starting order for Advanced finals in the event of ties.
7. Inform aesthetic judges of deductions for the passes.
8. Decide on the competitors dress.
9. Decide whether the spotter touched the competitor.
10. Decide when the competitors pass has begun.
11. Declare the maximum mark in the case of an interrupted pass.
12. Inform the aesthetic judges additional deductions.
13. Personally score the Execution in each pass before he verifies the marks of the Aesthetic Judges in case the difference between the scores is too great.
14. Supervise all scores, calculations and the final results.

**q. DUTIES OF THE AESTHETIC JUDGE**

1. Evaluate the Execution (form, consistency of height, control, and rhythm), and write down their deductions.
2. Subtract their deductions from the maximum mark indicated by the Superior Judge.

**r. DUTIES OF THE DIFFICULTY JUDGE**

**1. DETERMINING THE DEGREE OF DIFFICULTY**

- i. The difficulty of each skill is calculated on the following basis:
  - a. 1/1 somersault (360N) 5/10 pts.
  - b. 1/2 twist (180N) 1/10 pts.
  - c. 1/1 twist (360N) 2/10 pts.
- ii. Side somersaults and skills without rotation have no difficulty value.
- iii. In skills combining somersault and twist, the difficulty values for somersault and twist are added together.
- iv. Somersaults executed in the straight or pike position will be awarded and extra 0.1 pts provided that there is at least 1/1 somersault rotation without twist.
- v. 2/1 somersaults, or more, with or without twists, will be awarded an extra 0.1 pts when executed in the pike or straight position.
- vi. Inward and reverse somersaults receive an additional 0.1 pts.
- vii. Only skills which land on the feet will be evaluated.

- viii. **ADVANCED LEVEL ONLY:** Multiple somersaults performed from previous multiple somersaults shall be awarded a bonus of 2/10 pts.
- ix. **ADVANCED LEVEL ONLY:** Multiple somersaults (2 or more) with or without twist, will be awarded an extra 0.1 pt. for each 360N of somersault executed in the pike or straight position.

**DETERMINING REPETITION**

- a. Skills may only be repeated when performed in different parts of a pass. For example, as a mount, as a spotter, and as a dismount.
- b. A skill is considered repeated when used during any of the five passes more than once as a mount, spotter or dismount. If the competitor disregards this rule, the degree of difficulty of the repeated skill will not be counted.
- c. Skills having the same amount of rotation, but performed in the tuck, pike, and straight positions, are considered to be different skills and not repetitions.
- d. Any repeated skill will receive 0.5 pts. deduction plus loss of difficulty as stated above.

- x. **ADVANCED LEVEL ONLY:** Multiple somersaults (of more than 360N) having the same number of twists and somersaults will not be considered a repetition if the twist is located in different phases of the skill.

**xi. DISPLAY THE DIFFICULTY MARK.**

s. **DUTIES OF THE PENALTY JUDGE**

1. The Penalty Judge (No. 7) will stand next to the double mini tramp and will determine if the competitor lands on the center penalty zone during the performance of a mount, spotter, or dismount skill and inform the Superior Judge.

4. **COACHES DRESS CODE**

During competition, coaches are allowed to wear only the following attire:

- d. Warm-up or track suit
- e. Long or short pants (no jeans or cut-offs)
- f. Sleeved shirt (T-shirt or collared shirt, but no crop tops) or sweat shirt
- g. Closed toe athletic shoes
- h. No Baseball caps
- i. Only coaches that adhere to the stated dress code will be allowed in the competition arena during competition. Exceptions and exemptions may be granted by the Meet Director on an individual basis.

5. **AWARDS**

**GENERAL INFORMATION**

d. **AWARDS FOR DISTRICT ASSOCIATION COMPETITIONS**

1. **INDIVIDUAL AWARDS**

- i. Individual event award medals shall be provided for the first three places. The Meet Director may purchase extra ribbons and medals, if desired.

- ii. Team competition is allowed

e. **AWARDS FOR NATIONAL COMPETITIONS**

1. **INDIVIDUAL AWARDS**