There is a max of 2 tricks per run along with a max of 2 combos or connecting tricks per run. The value of each trick will be cut in half they will not get full value for each trick done as it will only be done for a portion of the arena.  If it is not done for an effective amount of the arena there will be points taken off the trick value.  There are many variables as to how to judge that.  But if you have no tricks and empty space at the end before selling out, or if you use half of the backside or more for your sell out the trick value will go down.

This is a list of the tricks If they only do one the full value of points is judged.   If they do two, only half of the value of each trick is judged. plus any connecting trick.  Doing more then 1 trick runs the risk of dead space which will be judged pretty harshly.