



A VARSITY BRAND

11-12 UCA ALL STAR COMPETITION RULES AND REGULATIONS

**Bold Print denotes change from prior year*

I. GENERAL RULES

A. **DIVISIONS** --SEE AGE LEVEL CHART FOR 2011-2012 DIVISIONS AT UCA.VARSITY.COM

B. ALL STAR PARTICIPATION

- 1) Teams may participate in more than one competition during the season.
- 2) Individuals are permitted to compete on both a School Team and an All Star Team at the same event.

C. CROSSOVERS

- 1) Unlimited Crossovers will be offered at all UCA events.
- 2) Crossovers at the International All Star Championship (IASC) WILL BE ALLOWED between most levels given the following restrictions:
 1. **An all star cheerleader is limited to crossing over to 2 (two) additional cheer teams from their gym during the competition.**
 2. Level 1 teams will not be allowed to crossover to Levels 4, 5 or 6.
 3. Participant may only represent one gym.
 4. **Participants must pay an additional \$50 registration fee for each additional team performance.**
- 3) UCA will attempt to ensure teams from the same program do not have overlapping performances during the preliminary schedule. However, UCA cannot guarantee that a performance overlap will not occur during the final schedule.

D. TIME LIMITATIONS:

- 1) All Routines must be "Music Only" and the overall performance time may not exceed **two minutes and thirty** seconds. Timing will begin with the first movement, voice, or note of music.
- 2) If a team exceeds the time limit, a penalty will be assessed for EACH violation: Point five (.5) deduction for 3-5 seconds, One (1) point deduction for 6-10 seconds and Two (2) point deduction for 11 seconds and over.
- 3) **BECAUSE PENALTIES ARE SEVERE, IT IS RECOMMENDED THAT ALL TEAMS TIME THEIR PERFORMANCE SEVERAL TIMES PRIOR TO COMPETITION AND LEAVE A SEVERAL SECOND CUSHION TO ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.**
- 4) All introductions (tumbling, entrances, chants, spell-outs, etc.) are considered part of the routine and are timed as part of the performance. There should not be any organized exits or other activities after the official ending of the routine.

E. MUSIC

- 1) Teams may use an unlimited number of songs in their routine at all competitions.
- 2) **IASC MUSIC GUIDELINES**--Due to television network requirements, all music used by teams competing at the International All Star Championship must be licensed by either ASCAP, BMI or SESAC. Any violation of the licensing requirement will subject the team to disqualification from the Championship and omission from any associated television programs.
- 3) **IASC MUSIC GUIDELINES** – Teams may not use Disney themes, however, Disney music that is ASCAP, BMI or SESAC is acceptable.

F. COMPETITION AREA

- 1) Teams may line up anywhere inside the competition area.
- 2) Approximate floor size will be 54 feet wide by 42 feet deep (9 strips). Check event listing for Spring Floor availability.
- 3) All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately. The competition boundary is defined as the actual competition floor/spring floor, the carpet bonded foam panels that connect to the spring floor, and any additional border that supports the floor.
- 4) Excessive out of bounds is not allowed and will result in a .5 deduction for each occurrence. Excessive out of bounds includes stepping, with both feet, completely off of the performance mat and it's borders. (Stepping on, or just past the white tape is not a boundary violation).

G. INTERNATIONAL ALL STAR CHAMPIONSHIP QUALIFICATION

- 1) Teams attending the Championship must compete in the same skill level and the same age division that they qualified in at a Regional Tournament.
- 2) If a team would like to change categories (team size) they will be assessed a \$500 change fee (i.e. Large Senior to Small Senior). This change must be made prior to February 9, 2012. **Teams may not change age divisions or skill levels.**

H. **VIOLATIONS**--Teams in violation of any USASF Safety Guideline or these Rules and Regulations will be subject to deductions and/or disqualification.

I. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, Varsity All Star will allow programs to provide additional spotters at Varsity All Star competitions. We feel that an all star program is more qualified to provide additional spotters because of their familiarity with routine skills and safety concerns.

The use of additional spotters is left to the discretion of the coach or gym owner. All star programs may use up to 4 additional spotters for each performance; however, additional spotters are not required.

- 1) At all UCA All Star Competitions, the use of additional spotters is not mandatory and will be at the discretion of the coach or gym owner. UCA provided spotters will be available on the main competition floor at all competitions. Coaches may choose to use the UCA provided spotters OR their own spotters OR elect not to use spotters on the main competition floor. Teams may provide their own spotters in the rehearsal area or elect not to use spotters. UCA will not have spotters available in the rehearsal area.
- 2) **UCA's International All Star Championship** will provide spotters for all main competition floors. Teams may choose NOT to use UCA provided spotters with the exception of when television production is taking place. All teams during this time MUST use the UCA provided spotters on the main competition floor. Just a reminder all teams who are taped during this time are not guaranteed to be shown on the ESPN telecast.
- 3) See the Varsity All Star policy below for guidelines on the use of additional spotters.

Definition of Additional Spotter: Individuals on the competition floor provided as a safety precaution to spot certain elements of a routine.

Guidelines

Additional Spotters:

1. Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are provided for added safety and should stand at the back of the floor when not spotting those sections.
2. Should not touch, assist, or save skills being performed. Additional spotters should only be used to prevent a fall to the competition floor. Any touch, assist, or saved skill will be given a fall deduction.
3. Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes. Program provided additional spotters should not wear clothing similar to the performing team's uniform.
4. Should not dress or act in a manner that distracts from the athletes and their performance.
5. Should be at least 18 years old and familiar with spotting the skills of the performing team.

Note: To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

II. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

- 1) If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
- 2) The team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

- 1) In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
- 2) The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred.

C. INJURY

- 1) The only persons that may stop a routine for injury are: a) competition officials, b) the gym owner / coach from the team performing or c) an injured individual.
- 2) The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred.
- 3) The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) **AND THEN** the head coach/advisor of the competing team.
 - b. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver. In the event of a suspected concussion, the participant cannot return to perform without clearance from a medical professional, even with a waiver from a parent or legal guardian.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES --Any questions concerning the rules or procedures of the competition will be handled exclusively by the owner / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. PERFORMANCE --Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance or following the outcome of the competition.

IV. INTERPRETATIONS AND / OR RULINGS

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

V. SPORTSMANSHIP

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The gym owner and coach of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

VI. DEDUCTIONS

Any team in violation of any USASF Safety Guideline or an above mentioned rule or regulation will be assessed a TWO point (2) deduction for each violation. This deduction does not apply to violations mentioned above that are designated a different point value.

VII. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in a competition or the Championship the following year.

VIII. FINALITY OF DECISIONS

By participating in this championship, each team agrees that the decisions by the judges will be final and results may ONLY be reviewed for clarification. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

IX. SCORES AND RANKINGS

Each judge has the responsibility and authority to review and submit his/her final scores and rankings prior to the calculation of final scores. Scores and rankings will be available only to gym owners or coaches at the conclusion of the competition.

X. ALL STAR JUDGING CRITERIA

UCA scoring system contains seven categories to be evaluated for both difficulty and execution. Difficulty points are earned when the majority of a team executes their highest level of

difficulty with precision. The four remaining categories allow the teams to score points for the overall creativity and performance of the routine. For more information, please visit uca.varsity.com.

XI. THE 2012 CHEERLEADING WORLDS

UCA will be awarding 4 PAID bids and 12 At Large Bids at the 2012 UCA / UDA International All Star Championship. The process for awarding bids to the 2012 Cheerleading Worlds will be as follows:

- 1) UCA will award the 2 PAID BIDS to the All Girl Division Champion and / or highest scoring teams in the following 4 Level 5 Divisions:
 - a. Small Senior
 - b. Medium Senior
 - c. Large Senior
 - d. International Open
- 2) UCA will award 1 PAID BID to the Coed Division Champion and / or highest scoring team in the following 5 Level 5 Divisions:
 - a. Small Senior Limited Coed
 - b. Large Senior Limited Coed
 - c. Senior Semi-Limited Coed
 - d. Senior Unlimited Coed
 - e. International Open Coed
- 3) UCA will award 1 PAID BID at our discretion
- 4) PAID BIDS will be awarded to the above divisions at our discretion based on Division Champion title, depth of division, and high score.
- 5) In the event that any of the 3 automatic bid teams have a previously earned PAID BID from another event producer, UCA will award the bid to the remaining highest scoring Champion. In the event that all of the Champions have received PAID BIDS, UCA will award the bid to the remaining overall highest scoring team within these divisions.
- 6) 12 AT-LARGE BIDS
 - a. UCA will award 12 AT-LARGE BIDS to the next overall highest scores within the 9 divisions listed above, as well as: Level 6 Open and Level 6 Open Coed.
 - b. In the event that any of these 12 teams have previously earned an AT-LARGE BID from another event producer, UCA will move the extra bid(s) to the next overall highest score(s) within these divisions.
- 7) General Bid Information:
 - a. As a universal rule of thumb: In the event of a tie for any bid position, the bid will be awarded to the team with the highest DAY 2 final score.
 - b. The division in which the team is awarded a bid at the 2012 UCA / UDA International All Star Championship is the division in which the team must compete at The 2012 Cheerleading Worlds. Winning the division does not guarantee a paid or at large bid.
 - c. Teams from Non U.S. countries are NOT eligible to receive a Worlds bid.

XII. 2011-2012 GENERAL SAFETY GUIDELINES AND GLOSSARY

UCA All Star competitions will follow the USASF Safety Guidelines. Go to <http://www.usasf.net> for changes and a complete glossary of terms. Clarification updates: 9/28/11

Items in **Black Bold** are the differences from last rules cycle and the items in **Red Bold** are the changes and/or clarifications added after the USASF Summer Regional Meetings.

GENERAL SAFETY RULES AND ROUTINE REQUIREMENTS

1. All athletes must be supervised during all official functions by a qualified director/coach.
2. Coaches must require proficiency before skill progression. Coaches must consider the athlete, group and team skill levels with regard to proper performance level placement.
3. All teams, gyms, coaches and directors must have an emergency response plan in the event of an injury.
4. Athletes and coaches may not be under the influence of alcohol, narcotics, performance enhancing substances or over-the-counter medications that would hinder the ability to supervise or execute a routine safely, while participating in a practice or performance.
5. Athletes must always practice and perform on an appropriate surface. **Technical skills (stunts, pyramids, tosses or tumbling) may not be performed on concrete, asphalt, wet or uneven surfaces or, surfaces with obstructions.**
6. Soft-soled shoes must be worn while competing. No dance shoes/boots, and/or gymnastics slippers (or similar) allowed. Shoes must have a solid sole.
7. Jewelry of any kind, including but not limited to, ear, nose, tongue, belly button and facial rings, clear plastic jewelry, bracelets, necklaces and pins on uniforms is not allowed. Jewelry must be removed and may not be taped over. Exception: medical ID tags/bracelets. **Clarification: Rhinestones are legal whether adhered to the uniform or the skin.**
8. Any height increasing apparatus used to propel an athlete is not allowed. Exception: spring floor.
9. Flags, banners, signs, pom poms, megaphones and pieces of cloth are the only props allowed. Props with poles or similar support apparatus may not be used in conjunction with any kind of stunt or tumbling. All props must be safely discarded out of harm's way (example: throwing a hard sign across the mat from a stunt would be illegal). Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop.
10. Casts that are hard and unyielding or have rough edges must be appropriately covered with a padded material. *Clarification: The appropriately padded material must be such that it protects both the athlete and fellow athletes from injury.*
11. On the level grid, all skills allowed for at a particular level encompass all skills allowed in the preceding level.
12. Required spotters for all skills must be your own team's members, and be trained in proper spotting techniques.
13. Drops including but not limited to knee, seat, thigh, front, back and split drops from a jump, stunt, or inverted position are not allowed unless the majority of the weight

is first borne on the hands or feet, which breaks the impact of the drop. Shushinovs are allowed. *Clarification: Drops that include any weight bearing contact with the hands and feet are not in clear violation of this rule.*

14. Competition routines shall not exceed 2 minutes and 30 seconds.
15. Athletes must have at least one foot, hand or body part (other than hair) on the performing surface when the routine begins. Exception: Athletes may have their feet in the hands of base(s) if the base(s) hands are resting on the performing surface.
16. **The competitors who begin a routine must remain the same throughout the course of a routine. A performer is not permitted to be "replaced" by another performer during a routine.**
17. **An athlete must not have gum, candy, cough drops or other such edible or non-edible items, which may cause choking, in her/his mouth during practice and/or performance.**

LEVEL 1 RULES

LEVEL 1 GENERAL TUMBLING

NOTE: The USASF Rules no longer restrict assisted tumbling. However, assisted tumbling may negatively affect your score at the Event Producer's discretion. For Legality Judges, when an athlete supports another athlete above the performing surface, it is considered a stunt and ruled according to the appropriate level stunt rules. The USASF neither encourages nor condones athletes spotting other athletes in tumbling skills. As it is for all skills, it is the responsibility of the coach to determine the capability and proficiency of the individual athletes when choosing the skills to be performed.

Example 1: In L1, an athlete spotting another athlete in a back walkover, would:

- a) not be a stunt because the athlete performing the skill is not above/off the performing surface
- b) be legal, because assisted tumbling is no longer restricted. However, a panel judge may view this as the athlete lacks the ability to perform the skill without assistance and therefore, would give a lower score or no score at all.

Example 2: If 6 athletes in L1 did back walkovers and 3 of them were spotted by other athletes, the judges should score only the 3 back walkovers performed without spots. The remaining 3 "spotted" back walkovers would receive no score for tumbling and no score for stunts due to the fact that the performing athlete was never based above the performing surface.

- A. All tumbling must originate from and land on the performing surface. Exception: Tumbler may (without hip-over-head rotation) rebound from his/her feet into a stunt transition. Rebounding to a prone position in a stunt is allowed. **Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1-5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.** *Clarification: Rebounding to a prone position (½ twist to stomach) in a stunt is allowed in Level 1.*

- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed. *Clarification: An individual may jump over another individual.*
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are not allowed.
- E. **Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.**

LEVEL 1 STANDING/RUNNING TUMBLING

- A. Skills must involve constant physical contact with the performing surface. Tumbling skills must involve hand support with both hands when passing through the inverted position. Exception: Block cartwheels and round offs are also allowed.
- B. Forward and backward rolls, front and back walkovers, and handstands are allowed.
- C. Cartwheels and round offs are allowed.
- D. Front and back handsprings are not allowed.

LEVEL 1 STUNTS

- A. A spotter is required for each top person at prep level and above. Example: Suspended splits, flat-bodied positions and preps are examples of prep level stunts. **Extended arm stunts that are not in the upright position (such as extended v-sits, extended flat backs, etc...) are considered prep level stunts.**

Clarification: The center base in an extended v-sit may be considered a spotter as long as they are in a position to protect the head and shoulders of the top person.

Exception: Shoulder sits/straddles are not considered prep level stunts; and therefore, do not require a spotter.

- B. Stunt Levels
 1. Single leg stunts are only allowed below shoulder (prep) level. *Clarification: If the primary bases squat, go to their knees or drop the overall height of the stunt and hold the top person at their shoulder level, this skill would be considered shoulder level and therefore illegal, regardless of the back spot's positioning.*
 2. Extended stunts are not allowed (see definition of extended stunts in glossary). A stunt may not be held at or pass through an extended position. *Clarification: Taking the top person above the head of the bases would be illegal.*
- C. Twisting mounts and transitions are allowed up to a ¼ twisting rotation by the top person in relation to the performing surface. *Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds ¼ rotations. **The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, then they may continue to walk the stunt in additional rotation.** Clarification: Rebounding to a prone position (½ twist to stomach) in a stunt is allowed in Level 1.*
- D. **During transitions, at least one base must remain in contact with the top person. Exception: Leap frogs and leap frog variations are not allowed in L1.**

- E. Free flipping or assisted flipping stunts and transitions are not allowed.
- F. **No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual. Example: A shoulder sit walking under prep is illegal. Exception: An individual may jump over another individual.**
- G. **Pendulum and pendulum style transitional stunts, where the top person falls away from the original bases, must use at least three stationary catchers, at least two of which are not original bases. Physical contact must be maintained with all of the original base(s). When lifting a top person from the flat body position in a pendulum to the upright position, an additional base/spotter must be on the opposite side of the stunt and is responsible for catching the top person in the case of an overthrow. This additional spotter must be stationary, may not be involved with any other skill or choreography when the transition is initiated and must maintain visual contact with the top person throughout the entire transition. (The dip to throw the top person is considered the initiation of the skill.)**
- H. Single based split catches are not allowed.
- I. **"True" (unassisted) Double Cupies are not allowed.**
- J. **Clarification: "True" (unassisted) Double Cupies are not allowed at extended, prep or below prep level. i.e. "True" (unassisted) Double Cupies = one base holding two top people. However, depending on the technique used, other variations of "Fake" (assisted) Double Cupies may or may not be allowed.**
- J. **L1 Stunts -Release Moves**
 1. Release moves are not allowed other than those allowed at Level 1 in "Dismounts".
 2. Release moves may not land in a prone or inverted position.
 3. Release moves must return to original bases. *Clarification: An individual may not land on the performing surface without assistance.*
 4. Helicopters are not allowed.
 5. A single full twisting log/barrel roll is not allowed.
 6. Release moves may not intentionally travel.
 7. Release moves may not pass over, under or through other stunts, pyramids or individuals.
- K. **L1 Stunts -Inversions**
 1. All inversions must maintain contact with the performance surface. Example: supported handstand.
- L. Bases may not support any weight of a top person while that base is in a backbend or inverted position. *Clarification: A person standing on the ground is not considered a top person.*

LEVEL 1 PYRAMIDS

- A. Pyramids must follow Level 1 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top person must receive primary support from a base.
- C. Two leg extended stunts must be braced by at least two persons at prep level or below with hand/arm connection only. The connection must be made at or below prep level.
- D. **Prep level single leg stunts:**
 1. **Must be braced by at least one person at prep level or below with hand/arm connection only.**
 2. **If the person bracing the top person is standing on the performance surface, the bracer must be a separate person not involved with basing or spotting.**
 3. **The connection must be made prior to executing the single leg prep level stunt.**

4. **Prep level bracers must have both feet in bases' hands. Exception: Prep level bracers do not have to have both feet in the bases' hands if they are in a shoulder sit, flat back, straddle lift or shoulder stand.**
- E. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.

LEVEL 1 DISMOUNTS

- A. Cradles from single based stunts must have a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder area** through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder area** through the cradle.
- C. Dismounts to the performing surface, **from above waist level**, from stunts and pyramids must be assisted by an original base. **Bases may not intentionally pop, move or toss an athlete to the performance surface without assistance. Straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.**
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Only straight pop downs and basic straight cradles are allowed.
- E. Twisting dismounts (including ¼ turns) are not allowed.
- F. **No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.**
- G. No dismounts are allowed from extended stunts in pyramids. **Clarification: An extended stunt in a pyramid must be brought down to prep level or below before it can be dismounted.**
- H. No free flipping or assisted flipping dismounts allowed.
- I. Tension drops/rolls of any kind are not allowed.

LEVEL 1 TOSSES

- A. No tosses allowed.

LEVEL 2 RULES

LEVEL 2 GENERAL TUMBLING

NOTE: The USASF Rules no longer restrict assisted tumbling. However, assisted tumbling may negatively affect your score at the Event Producer's discretion. For Legality Judges, when an athlete supports another athlete above the performing surface, it is considered a stunt and ruled according to the appropriate level stunt rules. The USASF neither encourages nor condones athletes spotting other athletes in tumbling skills. As it is for all skills, it is the responsibility of the coach to determine the capability and proficiency of the individual athletes when choosing the skills to be performed.

Example 1: If an athlete in L2 receives a spot on a back handspring, this skill would receive no score under tumbling and would be considered illegal under L2 Stunt – Inversions L. 1.

Example 2: If 6 athletes in L2 did back walkovers and 3 of them were spotted by other athletes, the judges should score only the 3 back walkovers performed without spots. The

remaining 3 "spotted" back walkovers would receive no score for tumbling and no score for stunts due to the fact that the performing athlete was never based above the performing surface.

- A. All tumbling must originate from and land on the performing surface. Exception: Tumbler may [without hip-over-head rotation] rebound from his/her feet into a stunt transition. Rebounding to a prone position in a stunt is allowed.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1-5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed. *Clarification: An individual may jump over another individual.*
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed.
Exception: Dive rolls performed in a swan/arched position are not allowed.
Exception: Dive rolls that involve twisting are not allowed.
- E. **Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.**

LEVEL 2 STANDING TUMBLING

- A. Flips and aerials are not allowed.
- B. Series front and back handsprings are not allowed.
Clarification: A back walk over into a back handspring is allowed.
- C. Jump skills in immediate combination with handspring(s) are not allowed. Example: Toe touch handsprings and handspring toe touches are considered illegal.
- D. Non-airborne skills must involve hand support with at least one hand when passing through the inverted position.
Example: front and back walkovers, cartwheels and round offs are examples of non-airborne tumbling skills.
- E. Airborne skills must involve hand support with both hands when passing through the inverted position.
- F. Example: Front and back handsprings are examples of airborne tumbling skills.
- G. No twisting while airborne. Exception: Round offs are allowed.

LEVEL 2 RUNNING TUMBLING

- A. Flips and aerials are not allowed.
- B. Series front and back handsprings are allowed.
- C. Airborne skills must involve hand support with at least one hand when passing through the inverted position.
- D. No twisting while airborne. Exception: Round offs are allowed.

LEVEL 2 STUNTS

- A. A spotter is required for each top person in an extended stunt or **passing through an extended position.**
- B. Single leg stunts may not be held at or pass through an extended position. *Clarification 1: Taking the top person above the head of the bases would be illegal. Clarification 2: If the primary bases squat, go to their knees or drop the overall height of the stunt while extending their arms, this*

skill would be considered extended and therefore illegal, regardless of the back spot's positioning.

- C. Twisting mounts and transitions are allowed up to a total of ½ twisting rotation by the top person in relation to the performing surface. Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds ½ rotations. **The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.**
- D. During transitions, at least one base must remain in contact with the top person.
- E. Free flipping or assisted flipping stunts and transitions are not allowed.
- F. **No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual. Example: A shoulder sit walking under prep is illegal. Exception: An individual may jump over another individual.**
- G. Pendulum and pendulum style transitional stunts, where the top person falls away from the original bases, must use at least three stationary catchers, at least two of which are not original bases. Physical contact must be maintained with all of the original base(s).
- H. Single based split catches are not allowed.
- I. **"True" (unassisted) Double Cupies are not allowed. Clarification: "True" (unassisted) Double Cupies are not allowed at extended, prep or below prep level. i.e. "True" (unassisted) Double Cupie = one base holding two top people. However, depending on the technique used, other variations of "Fake" (assisted) Double Cupies may or may not be allowed.**
- J. A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position and may only be assisted by a base. Clarification: Log/Barrel roll may not include any skill (example: kick full twists) other than the twist. Clarification: The log roll may not be assisted by another top person.
- K. **L2 Stunts - Release Moves**
1. No release moves allowed other than those allowed at Level 2 in "Dismounts" and "Tosses."
 2. Release moves may not land in a prone or inverted position.
 3. Release moves must return to original bases. Clarification: An individual may not land on the performing surface without assistance.
 4. Helicopters are not allowed.
 5. A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position. Clarification: The log roll may not be assisted by another top person. Clarification: Log/Barrel roll must return to original bases and may not include any skill other than the twist. Example: no kick full twists
 6. Release moves may not intentionally travel.
 7. Release moves may not pass over, under or through other stunts, pyramids or individuals.
- L. **L2 Stunts -Inversions**
1. All inversions must maintain contact with the performance surface. Exception: Transitions from ground level inversions to non-inverted positions are allowed. Example: Legal: Going from a handstand on the ground to a non-inverted stunt such as a shoulder sit.

Example: Illegal: Going from a cradle to a handstand or from a prone position to a forward roll.

- M. Bases may not support any weight of a top person while that base is in a backbend or inverted position.
- N. Clarification: A person standing on the ground is not considered a top person.

LEVEL 2 PYRAMIDS

- A. Pyramids must follow Level 2 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base. Clarification: Anytime a top person is released by the bases during a pyramid transition, the top person must land in a cradle or dismount to the performing surface **and must follow the L2 dismount rules.**
- C. Extended **single leg** stunts may not brace or be braced by any other extended stunts. Clarification: **Being that L2 is the first level athletes are allowed to hold free standing extensions, the rules committee feels that it is an eminent safety hazard to allow extensions to brace other extensions, and therefore agreed to adjust this rule immediately.**
- D. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual. Example: A shoulder sit walking under a prep is considered illegal.
- E. Extended single-leg stunts:
1. Extended single-leg stunts must be braced by at least one top person at prep level or below with hand/arm connection only. **The hand/arm of the top person must be, and remain, connected to the hand/arm of the bracer.**
 2. The connection must be made prior to executing the extended single leg stunt.
 3. Prep level top persons must have both feet in bases' hands. Exception: Prep level top persons do not have to have both feet in the bases' hands if they are in a shoulder sit, flat back, straddle lift or shoulder stand.

LEVEL 2 DISMOUNTS

- A. Cradles from single based stunts must have a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- C. Dismounts to the performing surface, **from above waist level**, from stunts and pyramids must be assisted by an original base. **Bases may not intentionally pop, move or toss an athlete to the performance surface without assistance. Straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.** Clarification: An individual may not land on the performing surface **from above waist level** without assistance.
- D. Only straight pop downs, basic straight cradles and ¼ turns are allowed.
- E. Twisting dismounts exceeding ¼ turn are not allowed. All other positions are not allowed. Example: toe touch, pike, tuck, etc.

- F. **No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.**
- G. Cradles from extended single leg stunts in pyramids are allowed.
- H. No free flipping or assisted flipping dismounts allowed.
- I. Tension drops/rolls of any kind are not allowed.

LEVEL 2 TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with **all bases having their feet on the performing surface** and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss. Example: No intentional traveling tosses.
- C. Flipping, **twisting**, inverted or traveling tosses are not allowed.
- D. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- E. The only body positions allowed are straight rides.
Clarification: An exaggerated arch would not be included as a straight ride and therefore considered illegal.
- F. During the straight body ride, the top person may use different arm variations such as (but not limited to) a salute or blowing a kiss but must keep the legs and body in the straight ride position.
- G. **Top persons in separate tosses may not come in contact with each other.**
- H. **Only a single top person is allowed during a toss.**

LEVEL 3 RULES

LEVEL 3 GENERAL TUMBLING

NOTE: The USASF Rules no longer restrict assisted tumbling. However, assisted tumbling may negatively affect your score at the Event Producer's discretion. For Legality Judges, when an athlete supports another athlete above the performing surface, it is considered a stunt and ruled according to the appropriate level stunt rules. The USASF neither encourages nor condones athletes spotting other athletes in tumbling skills. As it is for all skills, it is the responsibility of the coach to determine the capability and proficiency of the individual athletes when choosing the skills to be performed.

Example 1: If an athlete in L3 receives a spot on a back handspring (or back tuck where the contact was no higher than shoulder level), this would be considered legal under L3 Stunt – Inversions. However, because this skill would be considered a stunt, it would not receive a tumbling score. This skill would also receive a very low stunt score which would bring down the overall stunt scores of the entire routine.

Example 2: In L3 if 6 athletes did back handsprings (or back tucks where the contact was no higher than shoulder level) and 3 of them were spotted by other athletes, the judges should score only the 3 back handsprings performed without spots. The remaining 3 “spotted” back handsprings would receive no score for tumbling and would also receive a very low stunt score which would bring down the overall stunt scores of the entire routine.

- A. All tumbling must originate from and land on the performing surface. Exception: Tumbler may (without hip-over-head rotation) rebound from his/her feet into a stunt transition. Rebounding to a prone position in a stunt is allowed.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1 -5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed. *Clarification: An individual may jump over another individual.*
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed:
Exception: Dive rolls performed in a swan/arched position are not allowed.
Exception: Dive rolls that involve twisting are not allowed.
- E. **Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.**
Example: If an athlete in L3 were to do a round off – toe touch – back handspring-back tuck, this would be considered illegal since a back tuck is not allowed in Standing Tumbling for L3.

LEVEL 3 STANDING TUMBLING

- A. Flips are not allowed.
Clarification: Jumps connected to ¾ front flips are also not allowed.
- B. Series front and back handsprings are allowed.
- C. Airborne skills must involve hand support with at least one hand when passing through the inverted position.
- D. No twisting while airborne.
Exception: Round offs are allowed.

LEVEL 3 RUNNING TUMBLING

- A. Flips:
 1. **Back Flips** may ONLY be performed in tuck position only from a round off or round off back handspring(s). Exception: Aerial cartwheels, running tuck fronts, and ¾ front flips are allowed. The following tumbling skills are examples of skills not allowed: X-outs, layouts, layout step outs, whips, pikes, aerial walkovers, and arabians.
Clarification: A front handspring (or any other tumbling skill) into a front tuck is illegal.
 2. Other skills with hand support prior to the round off or round off back handspring are allowed.
Example: Front handsprings and front walkover through to round off back handspring back tucks are legal.
 3. Cartwheel tucked flips are not allowed.
- B. No tumbling is allowed after a flip or an aerial cartwheel. Exception: A forward or backward roll is allowed after a tuck flip; however, no tumbling is allowed after the roll.
Clarification: If any tumbling follows a forward or backward roll or forward or backward flip, at least one step into the next tumbling skill must be included to separate the two passes.
- C. No twisting while airborne.
Exception: Round offs are allowed.

LEVEL 3 STUNTS

- A. A spotter is required for each top person in an extended stunt or **passing through an extended position**.
- B. Single leg extended stunts are allowed.
- C. Twisting mounts and transitions:
 - 1. Twisting mounts and transitions are allowed up to one twisting rotation by the top person in relation to the performing surface.
*Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 1 rotation. **The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.***
 - 2. Full twisting transitions **must** may land at **and** or originate from prep level or below only. Example: No full ups to an extended position.
 - 3. Twisting transitions to and from an extended position may not exceed a ½ twisting rotation. *Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds ½ rotations.*
- D. During transitions, at least one base must remain in contact with the top person.
- E. Free flipping mounts and transitions are not allowed.
- F. **No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual. Example: A shoulder sit walking under prep is illegal. Exception: An individual may jump over another individual.**
- G. Prep level or above pendulum and pendulum style transitional stunts where the top person falls away from the bases requires three stationary catchers, at least two of which are not original bases. During pendulum and pendulum style transitional stunts at least one base must remain in contact with the top person.
- H. Single based split catches are not allowed.
- I. Single based double cupies require a separate spotter for each top person.
- J. **L3 Stunts -Release Moves**
 - 1. **Release moves are allowed but must not pass above extended arm level. Clarification: If the release move passes above extended arm level, it will be considered a toss, and must follow the appropriate "Toss" rules.**
 - 2. Release moves may not land in an inverted position. **Releasing from inverted to non-inverted is not allowed.**
 - 3. **Release moves must start below prep level and must be caught at prep level or below. Release moves may not pass above extended arm level.**
 - 4. **Release moves are restricted to a single skill/trick and zero twists. Only skills performed during the release are counted. Therefore; hitting an immediate body position would not be counted as a skill. Exception: Log/barrel rolls may twist up to one rotation and must land in a cradle, or flat and horizontal, body position. i.e. Flat back or prone Clarification: Being that L3 is the first level athletes are allowed to perform release moves that are not required to be caught in a cradle, the rules committee**

feels that it is an eminent safety hazard to allow twisting during release moves, and therefore agreed to adjust this rule immediately.

- 5. Release moves must return to original bases.
Clarification: An individual may not land on the performing surface without assistance.
 - 6. Helicopters are not allowed.
 - 7. Release moves may not intentionally travel.
 - 8. Release moves may not pass over, under or through other stunts, pyramids or individuals.
- K. **L3 Stunts –Inversions**
- 1. No inverted stunts above shoulder level. The connection and support of the top person with the base(s) must be at shoulder level or below.
Exception: Multi base suspended forward roll dismounts to a cradle or the performing surface are allowed. Multi base suspended forward rolls must be supported by two hands. Both hands of the top person must be connected to a separate hand of the base(s).
 - 2. **Inversions are limited to a ½ twisting rotation. Exception: Multi base suspended forward roll may twist up to a full twisting rotation. (see #1 Exception above)**
Downward inversions are only allowed below prep level and must be assisted by at least two bases positioned at the **waist to shoulder region to protect the head and shoulder** area. Top person must maintain contact with an original base.
Clarification 1: The stunt may not pass through prep level and then become inverted below prep level (the momentum of the top person coming down is the primary safety concern).
Clarification 2: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area.
- L. Bases may not support any weight of a top person while that base is in a backbend or inverted position.
Clarification: A person standing on the ground is not considered a top person.

LEVEL 3 PYRAMIDS

- A. Pyramids must follow Level 3 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base.
- C. Extended single leg stunts may not brace or be braced by any other extended stunts.
- D. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.
- E. Example: shoulder sits walking under prep.
- F. **L3 Pyramids -Release Moves**
Clarification: Anytime a top person is released by the bases during a pyramid transition and does not adhere to the following four rules, the top person must land in a cradle or dismount to the performing surface and must follow the L3 dismount rules.
 - 1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least two persons at prep level or below.
Clarification: Level 3 Pyramid Release Moves may now incorporate stunt release moves that maintain contact with one other top person provided the Release move meet the criteria established under L3 Stunt Release Moves or L3 Dismounts. L3 Pyramid Release moves, must maintain contact

with two other top persons if the release move begins at prep level or above, passes above extended arm level, includes more than one skill, or is caught in an extended position.

2. Top person must remain in direct arm-to-arm contact with at least two different top persons at prep level or below.
Clarification 1: Being braced on one side with both arms and the other side by hand-foot connection is NOT allowed.
Clarification 2: If top person is braced on each side with arm-to-arm connection and a third bracer with hand-foot connection, the skill would be legal.
3. These release transitions may not involve changing bases.
4. These transitions must be caught by at least 2 catchers.
 - a. Both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.

G. L3 Pyramids -Inversions

1. Must follow L3 Stunt Inversions rules
2. A top person may pass through an inverted position, during a pyramid transition, if the top person remains in contact with a base(s) that is direct weight bearing contact with the performing surface. The base that remains in contact with the top person may extend their arms during the transition, if the skill starts and ends in a position at prep level or below.
Example: A flat back split which rolls to a load in position would be legal even if the base extends their arms during the inversion skill.
Example: A flat back split which rolls to an extended position would be illegal because it did not first land in a position below extended level.

H. L3 Pyramids - Release Moves w/ Braced Inversions

1. Pyramid transitions may not involve inversions while released from the bases.

LEVEL 3 DISMOUNTS

- A. Cradles from single based stunts must have a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- C. Dismounts to the performing surface, **from above waist level**, from stunts and pyramids must be assisted by an original base. **Bases may not intentionally pop, move or toss an athlete to the performance surface without assistance. Straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.**
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Only straight pop downs, basic straight cradles and ¼ turns are allowed from any single leg stunt.
- E. Up to 1-¼ twists are allowed from any two leg stunts. **Twisting out of a platform position is not allowed. Platform is not considered a two leg stunt. There are specific exceptions given for the platform body position at Level 4 L4 Stunts Twisting Mounts and Transitions only.**

- F. **No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.**
- G. Up to 1 trick allowed during a dismount from any two leg stunt.
- H. **Any dismount from prep level and above involving a skill/trick (i.e. twist, toe touch) must be caught in a cradle.**
- I. No free flipping dismounts allowed.
- J. Tension drops/rolls of any kind are not allowed.
- K. When cradling single based double cupies, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.

LEVEL 3 TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with **all bases having their feet on the performing surface** and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss. Example: no intentional traveling tosses.
- C. Flipping, inverted or traveling tosses are not allowed.
- D. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- E. Up to 1 trick allowed during a toss. Twisting tosses may not exceed 1 twisting rotation. (ex 1: Legal: toe-touch, ball out, pretty girl) (ex 2: Illegal: Switch kick, pretty girl-kick, double toe-touch) *Clarification: The 'arch' does not count as a trick.* Exception: A Ball X toss is allowed at this level.
- F. During a twisting toss, no skill other than the twist is allowed. Example: No kick fulls, ½ twist toe touches.
- G. **Top persons in separate tosses may not come in contact with each other.**
- H. **Only a single top person is allowed during a toss.**

LEVEL 4 RULES

LEVEL 4 GENERAL TUMBLING

NOTE: The USASF Rules no longer restrict assisted tumbling. However, assisted tumbling may negatively affect your score at the Event Producer's discretion. For Legality Judges, when an athlete supports another athlete above the performing surface, it is considered a stunt and ruled according to the appropriate level stunt rules. The USASF neither encourages nor condones athletes spotting other athletes in tumbling skills. As it is for all skills, it is the responsibility of the coach to determine the capability and proficiency of the individual athletes when choosing the skills to be performed.

Example 1: If an athlete in L4 receives a spot on a back tuck, this would be considered legal under L4 Stunt – Inversions.

However, because this skill would be considered a stunt, it would not receive a tumbling score. This skill would also receive a very low stunt score which would bring down the overall stunt scores of the entire routine.

Example 2: In L4 if 6 athletes did back tucks and 3 of them were spotted by other athletes, the judges should score only the 3 back tucks performed without spots. The remaining 3 "spotted" back tucks would receive no score for tumbling and would also receive a very low stunt score which would bring down the overall stunt scores of the entire routine.

- A. All tumbling must originate from and land on the performing surface. Exception: Tumbler may (without hip-over-head rotation) rebound from his/her feet into a stunt transition. Rebounding to a prone position in a stunt is allowed. **Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1 -5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.**
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed. *Clarification: An individual may jump over another individual.*
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed: Exception: Dive rolls performed in a swan/arc hed position are not allowed. Exception: Dive rolls that involve twisting are not allowed.
- E. **Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass. Example: If an athlete in L4 were to do a round off – toe touch – back handspring – whip - layout, this would be considered illegal since consecutive a flip-flip combination is not allowed in Standing Tumbling for L4.**

LEVEL 4 STANDING TUMBLING

- A. Standing flips and flips from a back handspring entry are allowed.
- B. Skills are allowed up to 1 flipping and 0 twisting rotations. Exception: Aerial cartwheels and Onodis are allowed.
- C. Consecutive flip-flip combinations are not allowed. Example: Back tuck-back tuck, back tuck-punch front.
- D. Jump skills are not allowed in immediate combination with a standing flip. Example: Toe touch back tucks, back tuck toe touches, pike jump front flips. **Clarification: Jumps connected to $\frac{3}{4}$ front flips are also not allowed.** *Clarification: Toe touch back handspring back tucks are allowed because the flip skill is not connected immediately after the jump skill.*

LEVEL 4 RUNNING TUMBLING

- A. Skills are allowed up to 1 flipping and 0 twisting rotations. Exception: Aerial cartwheels and Onodis are allowed.

LEVEL 4 STUNTS

- A. A spotter is required for each top person in an extended stunt **or passing through an extended position.**
- B. Single leg extended stunts are allowed.
- C. **Twisting mounts and transitions:**
 - 1. **Twisting mounts and transitions to prep level and below are allowed up to 1- $\frac{1}{2}$ twisting rotations by the top person in relation to the performing surface.** *Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 1- $\frac{1}{2}$ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the*

athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.

- 1. **Twisting mounts and transitions to an extended position are allowed up to 1 twist and must meet the following conditions:**
 - a. **Extended skills up to $\frac{1}{2}$ twist are allowed.** **Example: $\frac{1}{2}$ up to extended liberty is legal.** *Clarification: Any additional turn performed by the bases in the same skill set would be illegal if the resulting cumulative rotation of the top person exceeds 1 rotation. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.*
 - b. **Extended skills exceeding $\frac{1}{2}$ and up to 1 twist must land in a two leg stunt.** **Example: full up to immediate extended liberty is illegal, full up to extension is legal.** **Exception: Landing in a platform position is permitted. Platform position must be visibly held prior to hitting a single leg stunt.** *Clarification: Any additional turn performed by the bases in the same skill set would be illegal if the resulting cumulative rotation of the top person exceeds 1 rotation. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.*
- D. During transitions, at least one base must remain in contact with the top person. Exception: See "Release Moves"
- E. Free flipping mounts and transitions are not allowed.
- F. **No stunt, pyramid, or individual may move over or under another, separate stunt, pyramid or individual.** **Example: A shoulder sit walking under prep is illegal.** **Exception 1: An individual may jump over another individual.** **Exception 2: An individual may move under a stunt, or a stunt may move over an individual.**
- G. Prep level or above pendulum and pendulum style transitional stunts where the top person falls away from the bases requires three stationary catchers, at least two of which are not original bases. During pendulum and pendulum style transitional stunts at least one base must remain in contact with the top person.
- H. Single based split catches are not allowed.
- I. Single based double cupies require a separate spotter for each top person.
- J. **L4 Stunts -Release Moves**
 - 1. Release moves are allowed but must not exceed extended arm level. **Clarification: If the release move passes above extended arm level, it will be considered a toss, and must follow the appropriate "Toss" rules.**
 - 2. Release moves may not land in an inverted position. **When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted.**
 - 3. Release moves must return to original bases.

Clarification: An individual may not land on the performing surface without assistance.

4. **Release moves that land in extended position must originate from ground-level and may not involve any twisting or flipping.**
5. **Helicopters are allowed up to a 180 degree rotation and zero twisting and must be caught by at least 3 catchers, one of which is positioned at head and shoulder area of the top.**
6. Release moves may not intentionally travel.
7. Release moves may not pass over, under or through other stunts, pyramids or individuals.

K. L4 Stunts -Inversions

1. Extended inverted stunts allowed. Also, see “Stunts” and “Pyramids.”
2. Downward inversions are allowed at prep level or below and must be assisted by at least three bases, at least two of which are positioned to protect the head and shoulder area.

Clarification 1: The stunt may not pass above prep level and then become inverted at prep level. (The momentum of the top person coming down is the primary safety concern.)

Clarification 2: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area.

3. Downward inversions must maintain contact with an original base.
Exception: In side rotating downward inversions
Example: cartwheel-style transition dismounts, the original base may lose contact with the top person when it becomes necessary to do so.

- L. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

LEVEL 4 PYRAMIDS

- A. Pyramids must follow Level 4 “Stunts” and “Dismounts” rules and are allowed up to 2 high. **Exception: Twisting mounts and transitions to a single leg extended stunt are allowed up to 1 twist, if connected to a brace at prep level or below. The connection must be made prior to the initiation of the skill and must remain in contact throughout the skill.**
- B. Top persons must receive primary support from a base.
- C. Extended single leg stunts may not brace or be braced by any other extended stunts.
- D. No stunt or pyramid may move over or under another separate stunt or pyramid.
Example: shoulder sits walking under prep
Exception 1: An individual may jump over another individual.
Exception 2: An individual may move under a stunt.
- E. L4 Pyramids-Release Moves
 1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least one person at prep level or below.
Clarification: While a tic-toc from an extended position to an extended position (high to high) is illegal in stunts for L4, the same skill is legal in L4 Pyramid Release Moves if it is braced by at least one person at prep level or below.
 2. In a pyramid transition, a top person may travel over another top person while connected to that top person at prep level or below.

3. Primary weight may not be borne at second level.
Clarification: The transition must be continuous.
4. Non-inverted transitional pyramids may involve changing bases. When changing bases:
 - a. The top person must maintain physical contact with a person at prep level or below.
 - b. The top person must be caught by at least 2 catchers. Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated. **(The dip to throw the top person is considered the initiation of the skill.)**
5. Non-inverted pyramid release moves must be caught by at least 2 catchers.
 - a. In pyramids where the top person travels over their bracer (example: leap frogs, wolf wall transitions), both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.

F. L4 Pyramids -Inversions

1. Must follow L4 Stunt Inversions rules.

G. L4 Pyramids -Release Moves w/ Braced Inversions

1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 2 persons at prep level or below. Contact must be maintained throughout entire transition with either the top person(s) or the base(s).
Clarification: The bracers of the inverted top person must show a concerted effort to maintain contact throughout the entire transition until they are safely caught by the bases. Braced flips must be braced on two separate sides (i.e. right side-left side, left side - back side, etc...) by two separate bracers. (Example: two bracers on the same arm will no longer be permitted) A top person must be braced on 2 of the 4 sides (front, back, right, left) of her/his body.
2. Braced inversions (including braced flips) are allowed up to 1-¼ flipping rotations, 0 twisting rotations.
3. Braced inversions (including braced flips) may not involve changing bases.
4. Braced inversions (including braced flips) must be in continuous movement.
5. All braced inversions (including braced flips) must be caught by at least 3 catchers. **Exception: Braced flips that land in an extended upright position(see #6 below).**
 - a. All 3 catchers must be stationary
 - b. All 3 catchers must maintain visual contact with the top person throughout the entire transition.
 - c. The 3 catchers may not be involved with any other skill or choreography when the transition is initiated. **(The dip to throw the top person is considered the initiation of the skill.)**
6. **All braced inversions (including braced flips) that land in an extended upright position require at least one base and 2 additional spotters.**
 - a. **The base(s) and spotter(s) must be stationary.**
 - b. **The base(s) and spotter(s) must maintain visual contact with the top person throughout the entire transition.**
 - c. **The base(s) and spotter(s) may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)**
7. Braced inversions (including braced flips) may not travel downward while inverted.

LEVEL 4 DISMOUNTS

- A. Cradles from single based stunts must have a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- C. Dismounts to the performing surface, **from above waist level**, from stunts and pyramids must be assisted by an original base. **Bases may not intentionally pop, move or toss an athlete to the performance surface without assistance. Straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.**
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Up to a 2-¼ twisting rotations allowed from all two leg stunts. **Twisting from a platform position may not exceed 1-¼ rotation. Platform is not considered a two leg stunt. There are specific exceptions given for the platform body position at Level 4 L4 Stunts Twisting Mounts and Transitions only.**
- E. Up to a 1-¼ twisting rotation allowed from all single leg stunts. **Platform is not considered a two leg stunt. There are specific exceptions given for the platform body position at Level 4 L4 Stunts Twisting Mounts and Transitions only.**
- F. **No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.**
- G. During a cradle that exceeds 1-¼ twists, no skill other than the twist is allowed.
- H. No free flipping dismounts allowed.
- I. Tension drops/rolls of any kind are not allowed.
- J. When cradling single based double cupies 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.

LEVEL 4 TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with **all bases having their feet on the performing surface** and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.
Example: No intentional traveling tosses.
Exception: A ½ turn is allowed by bases as in a kick full basket.
- C. Flipping, inverted or traveling tosses are not allowed.
- D. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- E. Up to 2 tricks allowed during a toss.
Example: Kick full, full up toe touch.
- F. During a toss that exceeds 1-½ twisting rotations, no skill other than the twist is allowed.
Example: No kick double tosses.
- G. Tosses may not exceed 2-¼ twisting rotations.

- H. Top persons in separate tosses may not come in contact with each other.
- I. Only a single top person is allowed during a toss.

LEVEL 5 RULES

RESTRICTED DIVISIONS (Youth and Sr Restricted 5)

The following skill restrictions apply for all (and only)

Restricted divisions:

STANDING/RUNNING TUMBLING

1. Tumbling skills are allowed up to 1 flipping and 1 twisting rotation.
In tumbling, twisting skills may ONLY be performed if immediately preceded by a back handspring(s) or round off. During a full-twisting tumbling skill, no trick other than the twist is allowed (including but not limited to: split fulls, hitch kick fulls, X-Fulls, Full-Xouts) and both feet must land and finish on the performing surface (i.e. no full twisting tumbling to seat, prone body landings or similar).
Clarification: All skills up to a full twist are also allowed. (example: half twists and Arabians)
Additional tumbling skills may be performed prior to the round-off and/or back handspring.
2. No tumbling is allowed after the twisting skill. (Exception: A forward or backward roll is allowed after a twisting skill; however, no tumbling is allowed after the roll.)
Clarification: If any tumbling follows a forward or backward roll or forward or backward twisting skill, at least one step into the next tumbling skill must be included to separate the two passes. Stepping out of a twisting skill (i.e. Arabian) or forward roll is considered a continuation of the same tumbling pass. An athlete must take an additional step out of a twisting skill step out or a forward roll step out. However, if the athlete finishes the twisting skill or stands the forward roll with both feet together, then one step is all that is needed to create a new tumbling pass.

PYRAMIDS

1. Pyramids-Release moves w/ braced inversions: All pyramid release moves are limited to up to one and ¼ flipping and 0 twisting rotations.

TOSSES

1. Tosses may not exceed three tricks (i.e. hitch kick full, switch kick full, kick double)

LEVEL 5 GENERAL TUMBLING

NOTE: The USASF Rules no longer restrict assisted tumbling. However, assisted tumbling may negatively affect your score at the Event Producer's discretion. For Legality Judges, when an athlete supports another athlete above the performing surface, it is considered a stunt and ruled according to the appropriate level stunt rules. The USASF neither encourages nor condones athletes spotting other athletes in tumbling skills. As it is for all skills, it is the responsibility of the coach to determine the capability and proficiency of the individual athletes when choosing the skills to be performed.

Example 1: If an athlete in L5 receives a spot on a back tuck, this would be considered legal under L4 Stunt – Inversions. However, because this skill would be considered a stunt, it would not receive a tumbling score. This skill would also

receive a very low stunt score which would bring down the overall stunt scores of the entire routine.

Example 2: In L5 if 6 athletes did back tucks and 3 of them were spotted by other athletes, the judges should score only the 3 back tucks performed without spots. The remaining 3 “spotted” back tucks would receive no score for tumbling and would also receive a very low stunt score which would bring down the overall stunt scores of the entire

- A. All tumbling must originate from and land on the performing surface.
Exception: Tumbler may [without hip-over-head rotation] rebound from his/her feet into a stunt transition.
Rebounding to a prone position in a stunt is allowed.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1 -5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
Clarification: An individual may jump over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed:
Exception: Dive rolls performed in a swan/arched position are not allowed.
Exception: Dive rolls that involve twisting are not allowed.
- E. **Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.**

LEVEL 5 STANDING/RUNNING TUMBLING

- A. Skills are allowed up to 1 flipping and 2 twisting rotations.

LEVEL 5 STUNTS

- A. A spotter is required for each top person in an extended stunt **or passing through an extended position.**
- B. Single leg extended stunts are allowed.
- C. Twisting mounts and transitions are allowed up to 2 twisting rotations by the top person in relation to the performing surface.
*Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 2 rotations. **The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.***
- D. Free flipping mounts and transitions are not allowed.
- E. Prep level or above pendulum and pendulum style transitional stunts where the top person falls away from the bases requires three stationary catchers, at least two of which are not original bases. During pendulum and pendulum style transitional stunts at least one base must remain in contact with the top person.
- F. Single based split catches are not allowed.
- G. Single based double cupies require a separate spotter for each top person.

H. L5 Stunts -Release Moves

- 1. Release moves are allowed but must not exceed more than eighteen inches above extended arm level.
Example: tic-tocks are allowed.
Clarification: If the release move exceeds more than 18 inches above extended arm level, it will be considered a toss, and must follow the appropriate “Toss” rules.
- 2. Release moves may not land in an inverted position.
When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted.
- 3. Release moves must return to original bases.
Clarification: An individual may not land on the performing surface without assistance.
- 4. Helicopters are allowed up to a 180 degree rotation and must be caught by at least 3 catchers, one of which is positioned at head and shoulder area of the top person.
- 5. Release moves may not intentionally travel.
- 6. Release moves may not pass over, under or through other stunts, pyramids or individuals.

I. L5 Stunts -Inversions

- 1. Extended inverted stunts allowed. Also, see “Stunts” and “Pyramids.”
- 2. Downward inversions are allowed from prep level and above and must be assisted by at least three bases, at least two of which are positioned to protect the head and shoulder area. Contact must be initiated at the shoulder level (or above) of the bases.
Clarification: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area.
Exception: A controlled power pressing of an extended inverted stunt (example: needle **or handstand**) to shoulder level is allowed.
- 3. Downward inversions must maintain contact with an original base.
Exception: In side rotating downward inversions, the original base may lose contact with the top person when it becomes necessary to do so (example: cartwheel-style transition dismounts).
- 4. Downward inversions from above prep level:
 - a. **May not stop in an inverted position. (example: a cartwheel roll off would be legal because the top person is landing on their feet)**
 - b. **May not land on or touch the ground while inverted.**
Clarification: Prone or supine landings from an extended stunt must visibly stop in a non-inverted position and be held before any inversion to the ground.
- J. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

LEVEL 5 PYRAMIDS

- A. Pyramids must follow Level 5 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base.
- C. **L5 Pyramids -Release Moves**
 - 1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least one person at prep level or below.
 - 2. Primary weight may not be borne at second level.
Clarification: The transition must be continuous.

3. Non-inverted pyramid release moves must be caught by at least 2 catchers.
 - a. In pyramids where the top person travels over their bracer (example: leap frogs, wolf wall transitions), both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.
4. Non inverted transitional pyramids may involve changing bases. When changing bases:
 - a. The top person must maintain physical contact with a person at prep level or below.
 - b. The top person must be caught by at least 2 catchers. Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated. **(The dip to throw the top person is considered the initiation of the skill.)**

D. L5 Pyramids -Inversions

1. Must follow L5 stunt inversions rules.

E. L5 Pyramids -Release moves w/ braced inversions

1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 1 person at prep level or below. Contact must be maintained throughout entire transition with either the top person(s) or the base(s).
Clarification: Top person(s) bracing the inversion must show a concerted effort to maintain contact with the inverted top person until they are safely caught by the bases.
2. Braced inversions (including braced flips) are allowed up to 1-¼ flipping rotations **and ½ twisting rotations**.
3. Braced inversions (including braced flips) **that exceed ½ twisting rotations are only allowed up to a ¾ flipping rotation provided release is initiated from an upright, non-inverted position, doesn't transition past a horizontal position (i.e. cradle, flatback, prone) and doesn't exceed one twisting rotation.**
Clarification: LEGAL - An athlete tossed from an upright, non-inverted position (i.e. basket toss or sponge) performing a full twist and a backward ¾ rotation to a prone position while in contact with one bracer.
4. Inverted transitional pyramids may involve changing bases.
5. Braced inversions (including braced flips) must be in continuous movement.
6. All braced inversions (including braced flips) must be caught by at least 3 catchers. **Exception: Brace flips that land in an extended upright position(see #7 below).**
 - a. The 3 catchers must be stationary.
 - b. The 3 catchers must maintain visual contact with the top person throughout the entire transition.
 - c. The 3 catchers may not be involved with any other skill or choreography when the transition is initiated. **(The dip to throw the top person is considered the initiation of the skill.)**
7. **All braced inversions (including braced flips) that land in an extended upright position require at least one base and 2 additional spotters.**
 - a. The base(s) and spotter(s) must be stationary.
 - b. The base(s) and spotter(s) must maintain visual contact with the top person throughout the entire transition.
 - c. The base(s) and spotter(s) may not be involved with any other skill or choreography when the transition

is initiated. **(The dip to throw the top person is considered the initiation of the skill.)**

8. Braced inversions (including braced flips) may not travel downward while inverted.

LEVEL 5 DISMOUNTS

- A. Cradles from single based stunts must have a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a separate spotter with at least one hand/arm supporting the **waist to shoulder region to protect the head and shoulder** area through the cradle.
- C. Dismounts to the performing surface, **from above waist level**, from stunts and pyramids must be assisted by an original base. **Bases may not intentionally pop, move or toss an athlete to the performance surface without assistance. Straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.**
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Up to a 2-¼ twisting rotations allowed from all stunts.
- E. **No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.**
- F. No free flipping dismounts allowed.
- G. Tension drops/rolls of any kind are not allowed.
- H. When cradling single based double cupies, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of dismount.

LEVEL 5 TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with **all bases having their feet on the performing surface** and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.
Clarification: no intentional traveling tosses
Exception: A ½ turn is allowed by bases as in a kick full basket.
- C. Flipping, inverted or traveling tosses are not allowed.
- D. No stunt, pyramid, individual, or prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- E. Up to 2-½ twisting rotations allowed.
- F. **Top persons in separate basket tosses may not come in contact with each other.**
- G. **Only a single top person is allowed during a basket toss.**

LEVEL 6 RULES

LEVEL 6 GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.
Exception 1: Tumbler may (without hip-over-head rotation) rebound from his/her feet into a stunt transition.
Rebounding to a prone position in a stunt is allowed.
Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing BHS are permitted.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
Clarification: An individual may jump over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Assisted or connected tumbling is not allowed.
Clarification: Double cartwheels and double forward rolls are allowed because they will be interpreted as stunts, not assisted tumbling.
- E. Dive rolls are allowed:
Exception: Dive rolls performed in a swan/arched position are not allowed.
Exception: Dive rolls that involve twisting are not allowed.

LEVEL 6 STANDING/RUNNING TUMBLING

- A. Skills are allowed up to 1 flipping and 2 twisting rotations.

LEVEL 6 STUNTS

- A. A spotter is required:
1. During extended, one-arm stunts other than an cupies or liberties.
2. When the load/transition involves a twist or flip.
- B. Twisting stunts and transitions are allowed up to **2 twisting rotations by the top person in relation to the performing surface.**
Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 2 rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop, they may continue to walk the stunt in additional rotation.
- C. Free flipping or assisted flipping stunts and transitions are allowed. Rewinds must originate from ground level only and are allowed up to 1 flipping and 2 twisting rotations.
Exception 1: Rewinds to a cradle position are allowed. All free flipping transitions caught at shoulder level or below must use an additional catcher who protects the head and neck. (example: a flip that lands in a straddle position)
Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing BHS are permitted.
- D. Transitional stunts may involve changing bases.
- E. Single based split catches are not allowed.
- F. Single based double cupies require a separate spotter for each top person
- G. **L6 Stunts-Release Moves**
1. Release moves are allowed.
2. Release moves may not land in a prone or inverted position.

3. Release moves must return to original bases.
Exception: Coed style tosses to a new base are allowed if the stunt is thrown by a single base and caught by at least one base and an additional spotter who are not involved in any other skill or choreography when the transitions is initiated.
Clarification: An individual may not land on the performing surface without assistance.
4. Helicopters are allowed up to a 180 degree rotation with a ½ twist and must be caught by at least 3 catchers, one of which is positioned at head and shoulder area of the top person.
5. Release moves may not intentionally travel. See exception in #3 above.
6. Release moves may not pass over, under or through other stunts, pyramids or individuals.
- H. **L6 Stunts-Inversions**
1. Downward inversions from above prep level must be assisted by at least 2 bases. Top person must maintain contact with a base.

LEVEL 6 PYRAMIDS

- A. Pyramids are allowed up to 2-½ high.
- B. For 2-½ high pyramids, there must be a spotter in front and back for each person on the top level, and the spotter(s) must be in position the entire time the top person(s) is at the 2-½ high level(s). Spotters may stand slightly to the side but must remain in a position to adequately spot the top person. Spotters must maintain visual contact with the top person the entire time the top person is at the 2-½ high level. Spotters may not be a primary support of the pyramid.
- C. Free-flying mounts must originate from ground level only and are allowed up to 1 flipping and 1 twisting rotation, or 0 flipping and 2 twisting rotations. Exception: **Free-flyings mounts originating from above ground level are permitted and are allowed up to 1 flipping and 0 twisting rotation, or up to 0 flipping and 2 twisting rotations.**
- D. **L6 Pyramids-Release Moves**
1. During a pyramid transition, a top person may pass above 2-½ high while in direct physical contact with at least one person at prep level or below.
- E. **L6 Pyramids-Inversions**
1. Inverted stunts are allowed up to 2-½ persons high and must be braced by at least 1 person at prep level or below.
2. Downward inversions from above prep level must be assisted by at least 2 bases. Top person must maintain contact with a base or another top person.
- F. **L6 Pyramids-Release Moves w/ Braced Inversions**
1. Braced flips are allowed up to up to 1-¼ flipping and 1 twisting rotation.
2. Braced flips are allowed if direct physical contact is maintained with at least 1 top person at prep level or below and must be caught by at least 2 catchers.

LEVEL 6 DISMOUNTS

- A. Single based cradles that exceed 1-¼ twisting rotations must have a spotter assisting the cradle with at least one hand/arm supporting the head and shoulder of the top person.
- B. Dismounts to the performing surface, **from above waist level**, from stunts and pyramids must be assisted by an original base. **Bases may not intentionally pop, move or toss an athlete to the performance surface without assistance. Straight drops or small hop offs, with no additional skills, from**

waist level or below are the only dismounts allowed to the performing surface that do not require assistance.

Clarification: An individual may not land on the performing surface from above waist level without assistance.

- C. Up to a 2-¼ twist cradle is allowed from all stunts and pyramids up to 2 persons high and requires at least 2 catchers. Cradles from 2-½ high pyramids are allowed up to 1-¼ twist and require 3 catchers.
Exception: 2-1-1 thigh stands may perform 2 twists from a forward facing stunt only (example: extension, liberty, heel stretch).
- D. Free flipping dismounts are allowed up to 1-¼ flipping and 0 twisting rotations.
- E. Free flipping dismounts to the performance surface are not allowed.
- F. Flips into cradles from prep level or below stunts require at least 2 catchers, one of which is an original base.
- G. Flips that originate above prep level are not allowed.
Exception: ¾ front flip may occur from a 2-½ high pyramid but requires 2 catchers and an additional spotter positioned at the head and shoulder area of the top person. Spotter may stand slightly to the side but must use at least one hand/arm to catch under the top person's head and shoulders.
- H. Tension drops/rolls of any kind are not allowed.
- I. When cradling single based double cupies 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.

LEVEL 6 TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed from ground level and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss (example: no intentional traveling tosses).
- C. Flipping tosses are allowed up to 1-¼ flipping rotation and 2 **additional skills twists. A tuck, pike or lay out are not counted in the 2 additional skills. A pike open double full is legal. A tuck X-out double full is illegal because the X-out is considered a skill.**
- D. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- E. Non-flipping tosses may not exceed 3-½ twists.
- F. Top persons tossed to another set of bases must be caught in a cradle position by at least 3 stationary catchers. Catchers may not be involved in any other choreography and must have visual contact with top person when the toss is initiated and must maintain visual contact throughout the entire toss. The toss is allowed up to 0 flipping and 1-½ twisting rotations. The bases involved in the toss must be stationary while tossing.
Exception: ¾ front flips with no twists are allowed.

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE COMPETITION AND ROUTINE RULES AND GUIDELINES AND AGREE TO ABIDE BY THESE RULES.

(Team Name)

(Date)

(City/State)

(Owner's Signature)

(Division — Mini, Senior etc. Level: 1 2 3 4 4.2 5 6)

(Coach's Signature)

• Retain a copy of these rules for your files •