## 2025 Safety Quick Reference Guide

Minor Infractions-2 points				
GHSA Cheerleading Guide	Rule	Page	Sit Page	Pic
Flyer should have one foot on the floor ready to begin the stunt	Guide	Sect.4; p.4-5	on ruge	
No tumbling on/off the mat outside of routine	Guide	Sect.4; p.4-5		
No chanting or cheering in an organized fashion when coming onto the floor	Guide	Sect.3; p.3-7		
Dressed in adopted school uniform displaying school ID; leggings or tights cannot be worn as a uniform;	Guide		Special	
shirts must not be unsafe-may need tucked in; no tank tops; bows are school colors; hair above waist	Guide	Sect.1; p.1-3	Rules Mod	
Rule 2: Section - 1 General	Rule	Page	Sit Page	Pic
Fingernails/Hair/hair devices secure; long unsecured hair during skill (GHSA Guide, Sect.4; p.4-6)	1.1.4/5	9	11-12	
Unsafe performing surface: performing a skill on bow, pom, shoe, toss, etc. (GHSA Guide, Sect. 4; p. 4-5)	1.1.7a	10	12	
Brace or cast improperly covered/padded; not in plaster cast/walking boot, not involved in a skill	1.1.11	10	12	
Rule 3: Section 1 - Cheerleader Apparel/Accessories; Section 2 – Stunting Personnel	Rule	Page	Sit Page	Pic
Jewelry/rhinestones – hair tie on wrist, wrist bands (GHSA Guide, Sect. 1 p. 1-3, Sect. 4; p. 4-5)	2.1.1	17	17-18	
Improper uniform including loss of shoe, illegal uniform (GHSA Guide, Sect.4; p.4-5)	2.1.2	17	18	
Uniform covers midriff when standing at attention – no mesh/sheer (GHSA Guide, Sect. 1; p. 1-3)	2.1.4	17	18	
Glitter in hair/makeup/uniform fabric (GHSA Guide, Sect.1 p. 1-3, Sect.4; p.4-5)	2.1.5	17	18	
Inattentive spotter – proper position/location and visually focused	2.2.5a-b	18	19 (A-B)	
Major Infractions-5 points	2.2.34 0	10	17 (11 B)	
Rule 3: Section 2 – Stunting Personnel	Rule	Page	Sit Page	Pic
Bases cannot perform back-bend/headstand/handstand; base hold objects while supporting	2.2.1a-c	18	19	59
Bases of extended stunts must have both feet in direct contact w/performing surface	2.2.1a-c	18	19	37
Bracer/Spotter cannot provide primary support	2.2.3/4	18		60
	2.2.6a-c,			
Spotter's hands grasp sole of flyer's foot, under top person's foot, behind his/her back; torso under stunt	e e	18		61
Spotter required for extended stunts or transitions that stops in an extended position; with exception	2.2.7	18-19	20 (A-B)	62
Spotter required for single-base prep-level stunts which foot/feet of top person is in hands of base; tosses to	2.2.8	19	20	62
single base shoulder stands		19	20	63
Must not move over/under a PS/PY except when building, stabilizing or dismounting (walk-over-back)	2.2.10	19	20	64
Rule 3: Section 3 – Inversions	Rule	Page	Sit Page	Pic
Shoulders below waist of top person – does not apply to a bracer reaching down to assist top person	2.3.1	20	22	
Inverted top pass through extended position – not begin, end, pause, or stop in extended inverted position	7 2 7			
	2.3.2	21	22	
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter	2.3.3a	21	22	65
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases <i>or</i> base and spotter  Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below	2.3.3a 2.3.3b2	21 21	22	65
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter  Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below  Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill	2.3.3a 2.3.3b2 2.3.3b5	21 21 21	22	
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases <i>or</i> base and spotter  Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below  Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill  Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6	21 21 21 21		65
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases <i>or</i> base and spotter  Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below  Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill  Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted  Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases ( <i>no spotter required</i> ) or	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6	21 21 21	22	
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b	21 21 21 21 21	23	65
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a	21 21 21 21 21 21	23 23 (A-B)	65 66 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b	21 21 21 21 21 21 21 21	23 23 (A-B) 23 (A)	65 66 67 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a	21 21 21 21 21 21	23 23 (A-B)	65 66 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b	21 21 21 21 21 21 21 21	23 23 (A-B) 23 (A)	65 66 67 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b	21 21 21 21 21 21 21 21	23 23 (A-B) 23 (A)	65 66 67 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5d	21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C)	65 66 67 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5d	21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D)	65 66 67 67
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5d	21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25	65 66 67 67 68
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5c 2.3.5c 2.3.5i 2.3.5j	21 21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D)	65 66 67 67 68
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5c 2.3.5c 2.3.5i 2.3.5j	21 21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25	65 66 67 67 68
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit)	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5e 2.3.5j 2.3.6a1-3 2.3.6b	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 - 25 (E, F, I, J) 24 (B, C)	65 66 67 67 68 69-70
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5c 2.3.5i 2.3.5j 2.3.6a1-3	21 21 21 21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 - 25 (E, F, I, J)	65 66 67 67 68 69-70
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit)	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6b 2.3.6c1-2	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25 (E, F, I, J) 24 (B, C) 24 (H)	65 66 67 67 68 69-70
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6b 2.3.6c2	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 - 25 (E, F, I, J) 24 (B, C)	65 66 67 67 68 69-70
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6b 2.3.6c1-2	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25 (E, F, I, J) 24 (B, C) 24 (H)	65 66 67 67 68 69-70
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception) Downward inversion: Flyer not go to an inverted position on the performance surface from prep or highe	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6c1-2 2.3.6c2 2.3.6c3 2.3.6c4	21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 - 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (G) 24 (H) 24 (A)	65 66 67 67 68 69-70
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception) Downward inversion: Flyer not go to an inverted position on the performance surface from prep or highe	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5b 2.3.5d 2.3.5c 2.3.5j 2.3.6a1-3 2.3.6c1-2 2.3.6c2 2.3.6c3 2.3.6c4 2.3.9	21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (H) 24 (A) 25	65 66 67 67 68 69-70 71 72
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception) Downward inversion: Flyer not go to an inverted position on the performance surface from prep or highe	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6c1-2 2.3.6c2 2.3.6c2 2.3.6c3 2.3.6c4 2.3.9 Rule	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 - 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (G) 24 (A) 25 Sit Page	65 66 67 67 68 69-70 71 72
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception) Downward inversion: Flyer not go to an inverted position on the performance surface from prep or highe	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5i 2.3.5j 2.3.6a1-3 2.3.6c2 2.3.6c2 2.3.6c2 2.3.6c3 2.3.6c4 2.3.9 Rule 2.4.1	21 21 21 21 21 21 21 21 21 21	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (H) 24 (A) 25	65 66 67 67 68 69-70 71 72
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep IvI or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception)  Downward inversion: Flyer not go to an inverted position on the performance surface from prep or high	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5b 2.3.5d 2.3.5i 2.3.5j 2.3.6a1-3 2.3.6c2 2.3.6c2 2.3.6c2 2.3.6c3 2.3.6c4 2.3.9 Rule 2.4.1	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 - 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (G) 24 (A) 25 Sit Page	65 66 67 67 68 69-70 71 72
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ½ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level: requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception) Downward inversion: Flyer not go to an inverted position on the performance surface from prep or higher	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6c1-2 2.3.6c2 2.3.6c3 2.3.6c4 2.3.9 Rule 2.4.1 2.4.2a-d	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (A) 25 Sit Page 26 26	65 66 67 67 68 69-70 71 72 Pic 75 76
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases or base and spotter Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep IvI or below Braced inversions: catchers not original—in place, remain close to original bases, not part of any other skill Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (no spotter required) or base with spotter Braced forward/backward flip: Single or both hands/arms of top person in connection with a bracer Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter Braced forward/backward flip: Bracers can move to a loading position once top person is descending into a cradle only Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter Released top person and base(s) makes no more than ¼ turn around bracer Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other skill Release inversion/transition at any level: Must release to original bases & spotter required; non-inverted top person released to dismounts/loading position/stunt w/no more than 1 twist Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (back-to-back; legs over shldrs to shldr sit) Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of fold over Foldover must initiate at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception)  Downward inversion: Flyer not go to an inverted position on the performance surface from prep or high	2.3.3a 2.3.3b2 2.3.3b5 2.3.3b6 2.3.4a-b 2.3.5a 2.3.5d 2.3.5d 2.3.5j 2.3.6a1-3 2.3.6c1-2 2.3.6c2 2.3.6c3 2.3.6c4 2.3.9 Rule 2.4.1	21 21 21 21 21 21 21 21 21 21 21 21 21 2	23 (A-B) 23 (A) 23 (B) 23 (C) 23 (C, D) 24 – 25 (E, F, I, J) 24 (B, C) 24 (H) 24 (H) 24 (A) 25 Sit Page 26	65 66 67 67 68 69-70 71 72 <b>Pic</b> 75

GHSA August 10, 2025

## 2025 Safety Quick Reference Guide

Major Infractions-5 points				
Rule 3: Section 4 – Non-Release Stunts, continued	Rule	Page	Sit Page	Pic
Hanging pyramid rules; suspended top person does not rotate on the dismount	2.4.3a-c	25	27	
Double cupie permitted with conditions	2.4.6	26		
Participant must not jump unassisted onto back of a base who is horizontal	2.4.8	26	27	
Rule 3: Section 5 – Release Stunts/Tosses	Rule	Page	Sit Page	Pic
Release stunts must be directed vertically & caught by original bases, not land in inverted position	2.5.2 a-b	27		
Participants must not pass over or under other participants	2.5.2c	27		
Tossers, catchers and spotters must remain in original location (3-5-5 reference)	2.5.2d	27	29	
Top person must not be in contact with another released top person	2.5.2f	27	20	
Basket/multi-base tosses cannot involve more than 4-tossers; cradled by 2 original tossers & spotter	2.5.3 b,d,f	27	29	77
Tosses caught in a non-inverted stunt by original bases. Ball-up is only allowed body position.	2.5.4a-b	27	29 (A-C)	77
Braced release transitions: Each bracer is at prep level or below. If at prep level or shoulder stand, bracer(s) must have 2 bases or base & spotter.	2.5.5b	28	29 (A)	77-78
Bracers do not provide primary support and remain stationary	2.5.5c	28	29-30(C)	
Released top person and bases make no more than a 1/4 turn around the bracer; top remains vertical over bases with release in continuous up and down movement	2.5.5d	28	30 (C)	
Catchers are not the original bases, new catchers in place when transition initiated; not in contact with	2.5.5	20		
another released top person	2.5.5e	28		
Non-braced release transitions: releases to original bases; vertical position to extended no more than \(^{1}\)4 turn; prep position or below upper body must be vertical; seated/pike no twist; cradle to load permitted	2.5.6a-f	28	30 (A-D)	79
Helicopter rules: flyer is in face-up position with 3-catchers - not greater than 180 degrees	2.5.7	28		
Rule 3: Section 6 – Suspended Stunts	Rule	Page	Sit Page	Pic
Non-braced suspended splits, originate below prep must have 2 bases & top person both hands in contact with at least 1 base or post	2.6.1	30		79
Non-braced dropping suspended split from prep level or above - 3 bases slow momentum; both hands of top person in contact when reach full split; 2 bases support legs - w/ exception	2.6.2a-c	30		80
Braced suspended split – top person has 2 bases; top person maintains hand-to-hand/arm contact	2.6.3a-b	30-31	31	
Braced suspended split released by bases - loss of contact (3-5-5 reference)	2.6.4	31		
Swinging stunt – downward movement below prep lvl; top is face up; top person begins below prep	2.6.5a-c	31	31	81
Top person not face-down position between bases where top person's torso is suspended below arms & legs	2.6.6	31	31	
Top person not face-down position between bases where top person's torso is suspended below arms & legs  Rule 3: Section 7 – Dismounts	2.6.6 Rule	31 Page	31 Sit Page	Pic
Rule 3: Section 7 – Dismounts	Rule	Page	31 Sit Page	Pic
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety	<b>Rule</b> 2.7.1	Page 31	Sit Page	
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum	2.7.1 2.7.2	Page 31 31	Sit Page	82
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot	2.7.1 2.7.2 2.7.4	Page 31 31 32	32 32	82 83
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot	Rule 2.7.1 2.7.2 2.7.4 2.7.5	Page 31 31 32 32	32 32 32 33	82 83 83
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7	Page 31 31 32 32 32 32	32 32	82 83 83 84
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill;	Rule 2.7.1 2.7.2 2.7.4 2.7.5	Page 31 31 32 32	32 32 32 33	82 83 83
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d	Page 31 31 32 32 32 32 32	32 32 33 33 33	82 83 83 84 84
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule	Page 31 31 32 32 32 32 Page	32 32 32 33	82 83 83 84 84 Pic
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1	Page 31 31 32 32 32 32 Page 33	32 32 33 33 33 Sit Page	82 83 83 84 84
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3	Page 31 31 32 32 32 32 Page 33 33	32 32 33 33 33 Sit Page 33-34	82 83 83 84 84 Pic
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4	Page 31 31 32 32 32 32 32 Page 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 83 84 84 Pic
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5	Page 31 31 32 32 32 32 Page 33 33 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 83 84 84 Pic
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7	Page 31 31 32 32 32 32 32 Page 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 83 84 84 <b>Pic</b> 85
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5	Page 31 31 32 32 32 32 Page 33 33 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 83 84 84 Pic
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 83 84 84 <b>Pic</b> 85
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8	Page 31 31 32 32 32 32 Page 33 33 33 33 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 83 84 84 <b>Pic</b> 85
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 33 33 33	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 84 84 Pic 85
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule	Page 31 31 32 32 32 32 Page 33 33 33 33 33 Page	32 32 33 33 33 Sit Page 33-34 (A-B)	82 83 84 84 Pic 85
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1	Page 31 31 32 32 32 32 Page 33 33 33 33 33 Page 34	32 32 33 33 33 33 34 (A-B) 34 34 34 34 35 (A-B)	82 83 84 84 Pic 85 86
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled  Airborne drops to pushup position are not permitted  Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1 2.9.2 2.9.3	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 Page 34 34 34	32 32 33 33 33 33 Sit Page 34 (A-B) 34 34 34 34 35 (A-B)	82 83 84 84 Pic 85 86 Pic Pe 87 87
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1¼ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled  Airborne drops to pushup position are not permitted  Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands  Rule 2: Section 2 - Sportsmanship	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1 2.9.2 2.9.3	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 Page 34 34 34	32 32 33 33 33 33 34 (A-B) 34 34 34 34 35 (A-B)	82 83 84 84 Pic 85 86 Pic Pe 87 87
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled  Airborne drops to pushup position are not permitted  Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1 2.9.2 2.9.3	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 Page 34 34 34	32 32 33 33 33 33 Sit Page 34 (A-B) 34 34 34 34 35 (A-B)	82 83 84 84 84 Pic 85 86 Pic Pe 87 87
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled  Airborne drops to pushup position are not permitted  Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands  Rule 2: Section 2 - Sportsmanship  Unsporting to officials; profane language, music, gestures; baiting or taunting.  (GHSA Guide, Sect. 1 pl-5; Sect. 3 p.3-7; Sect. 4 p.4-7)	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1 2.9.2 2.9.3 Rule 1.2.1a-c	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 Page 34 34 34 Page 13	32 32 33 33 33 33 Sit Page 33-34 (A-B) 34 34 34 34 35 (A-B) 35 Sit Page	82 83 84 84 84 Pic 85 86 Pic Pe 87 87
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled  Airborne drops to pushup position are not permitted  Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands  Rule 2: Section 2 – Sportsmanship  Unsporting to officials; profane language, music, gestures; baiting or taunting.  (GHSA Guide, Sect. 1 pl-5; Sect. 3 p.3-7; Sect. 4 p.4-7)	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1 2.9.2 2.9.3 Rule 1.2.1a-c Rule	Page 31 31 32 32 32 32 32 Page 33 33 33 33 Page 34 34 34 Page 13	32 32 33 33 33 33 Sit Page 34 (A-B) 34 34 34 34 35 (A-B)	82 83 84 84 84 Pic 85 86 Pic Pe 87 87
Rule 3: Section 7 – Dismounts  Base or catchers must not move during dismounts except for safety  Dismounts to performing surface from prep level or above assisted from base or spotter to slow momentum  Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot  Single based stunt dismount cradle requires a head & shoulder spot  Twist to cradle or performing surface no more than 1½ rotations  Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill; bases not involved in any other skill when release initiated  Rule 3: Section 8 – Tumbling  Tumbling or rebounding over or under a stunt, person is illegal with exception  Dive forward rolls are illegal – feet must remain below waist  Flip that lands into a partner stunt or cradle is illegal  Flip in tumbling passes limited to only 1 complete twist or 1 rotation hip-over-head  No kip-up/rubber band skills.  Headstands, head spins and headsprings where hands not used for support are prohibited  Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill  Rule 3: Section 9 – Drops  No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled  Airborne drops to pushup position are not permitted  Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands  Rule 2: Section 2 - Sportsmanship  Unsporting to officials; profane language, music, gestures; baiting or taunting.  (GHSA Guide, Sect. 1 pl-5; Sect. 3 p.3-7; Sect. 4 p.4-7)	Rule 2.7.1 2.7.2 2.7.4 2.7.5 2.7.7 2.7.8a-d Rule 2.8.1 2.8.3 2.8.4 2.8.5 2.8.7 2.8.8 2.8.9 Rule 2.9.1 2.9.2 2.9.3 Rule 1.2.1a-c	Page 31 31 32 32 32 32 32 Page 33 33 33 33 33 Page 34 34 34 Page 13	32 32 33 33 33 33 Sit Page 33-34 (A-B) 34 34 34 34 35 (A-B) 35 Sit Page	82 83 84 84 84 Pic 85 86 Pic Pe 87 87

GHSA August 10, 2025