2023 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		
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; shirts must not be unsafe-may need tucked in; no tank tops	Guide	Sect.1; p.1-3	Special Rules Mod	
Rule 2: Section - 1 General	Rule	Page	Sit Page	Pic
Fingernails/Hair/hair devices secure; long unsecured hair during flip (GHSA Guide, Sect.4; p.4-6)	2.1.4/5	11	13 (A-B)	
Unsafe performing surface: performing a skill on bow, pom, shoe, toss, etc. (GHSA Guide, Sect.4; p.4-5)	2.1.7a	11	14 (A-F)	
Brace or cast improperly covered/padded; not in plaster cast/walking boot, not involved in a skill	2.1.11	12	14	
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)	3.1.1	15	16 (A-B)	
Improper uniform including loss of shoe, illegal uniform (GHSA Guide, Sect.4; p.4-5)	3.1.2	16	16 (11 D)	
Uniform covers midriff when standing at attention – no mesh/sheer (<i>GHSA Guide, Sect.1; p.1-3</i>)	3.1.4	16	16	
Glitter in hair/makeup/uniform fabric (GHSA Guide, Sect.1 p. 1-3, Sect.4; p.4-5)	3.1.5	16	16	
Inattentive spotter – proper position/location and visually focused	3.2.5a-b	17	18 (A-B)	
Major Infractions-5 points				
Rule 3: Section 2 – Stunting Personnel	Rule	Page	Sit Page	Pic
Bases cannot perform back-bend/headstand/handstand; base hold objects while supporting	3.2.1a-c	16	17-18	52
Bases of extended stunts must have both feet in direct contact w/performing surface	3.2.2	16		
Bracer/Spotter cannot provide primary support	3.2.3/4	17		53
Spotter's hands grasp sole of flyer's foot, under top person's foot, behind his/her back; torso under stunt	3.2.6а-с, е	17		54
Spotter required for extended stunts or transitions that stops in an extended position; with exception	3.2.7	17	18 (A-B)	55
Spotter required for single-base prep-level stunts which foot/feet of top person is in hands of base; tosses to single base shoulder stands	3.2.8	17	18	56
	Dulo	Domo	Sit De ce	Pic
Rule 3: Section 3 – Inversions	Rule	Page	Sit Page	FIC
Shoulders below waist of top person	3.3.1	18	20	-
Inverted top pass through extended position – not begin, end, pause, or stop in extended inverted position	3.3.2	18	20	
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases <i>or</i> base and spotter	3.3.3a	19	20	-7
Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below	3.3.3b2	19		57
Braced inversions: catchers not original-in place, remain close to original bases, not part of any other skill	3.3.3b5	19		-7
Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted	3.3.3b6	19		57
Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (<i>no spotter required</i>) or base with spotter	3.3.4a-b	19	20	58
Braced forward/backward flip: Single or both hands/arms of top person in continuous contact with a bracer	3.3.5a	19	21 (A-B)	59-6
Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter	3.3.5b	19	21 (A)	
Braced forward/backward flip: Bracers w/ hand-to-hand/arm contact must be in multi-base prep w/ spotter and remain stationary	3.3.5d	19	21 (D)	
Non-arm bracer(s) must be prep level or below. Bracer(s) in prep/shldr stand are 2 bases or base/spotter.	3.3.5e	19	21 (F)	
Released top person and base(s) makes no more than ¹ / ₄ turn around bracer	3.3.5i	19	21 (D)	
Catchers not original bases, new catchers in place when flip is initiated, remain close & not part of any other stunt	3.3.5j	19	21 (C, D, E)	
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	3.3.6a1-3	19	22-23 (E, F, I, J, K)	61-62
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 (<i>back-to-back; legs over shldrs to shldr sit</i>)	3.3.6b	20	22 (B, C)	63
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	3.3.6c1-2	20	22 (H)	64
Foldover stunt begins 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)	3.3.6c2	20	22 (G)	
Downward inversion: Flyer not go to an inverted position on the performance surface from prep or higher	3.3.6c3	20	22 (H)	
Dismounts from inverted stunts to cradle, load, or stunt to new catchers who are not involved in other skills	3.3.6c4	20	21 (A)	
No swing down stunts permitted	3.3.8	20	23	66
Rule 3: Section 4 – Non-Release Stunts	Rule	Page	Sit Page	Pic
Kule 5. Section 4 – Non-Kelease Stunts		23	24	67
	3.4.2			_
Must not move over/under a PS/PY except when build, stabilize or dismount (walk-over-back)			24	67
Must not move over/under a PS/PY except when build, stabilize or dismount (<i>walk-over-back</i>) Extended stunts bracing each other – connection cannot be hand/arm-to-foot/leg (<i>paper dolls</i>) Vertical-to-horizontal: top person maintains contact with 1 original base, post or spotter (<i>base holds ankle-loss of contact</i>)	3.4.2 3.4.3 3.4.4a	23 23	24 24 (A)	67 68

2023 Safety Quick Reference Guide

Major Infractions-5 points				
Rule 3: Section 4 – Non-Release Stunts, continued			Sit Page	Pic
3 catchers required when catchers are not original bases and top person begins or passes through an extended overhead position	3.4.4d	23	25 (D)	
Hanging pyramid rules; suspended top person does no rotate on the dismount	3.4.5a-c	23	25	
Double cupie permitted with conditions	3.4.8	24		
Participant must not jump unassisted onto back of a base who is horizontal	3.4.10	24	25	
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	3.5.2 a-b	25		
Tossers, catchers and spotters must remain in original location (3-5-5 reference)	3.5.2d	25	27	
Top person must not be in contact with another released top person	3.5.2f	25		
Basket/multi-base tosses cannot involve more than 4-tossers; cradled by 2 original tossers & spotter	3.5.3 b,d	25-26	27	
Tosses caught in a non-inverted stunt by original bases. Ball-up is only allowed body position.	3.5.4a-b	26	27(A-C)	70
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.	3.5.5b	26	27 (D)	70-71
Top person maintains contact with at least 1 bracer w/ exception; top person remains vertical; releases	3.5.5c1-2	26	27(A,B,C	71-72
extended to extended (non-braced tick-tock) may not perform more than ¹ / ₄ twist			,E)	/1-/2
Bracers do not provide primary support and remain stationary	3.5.5d	26		
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	3.5.5e	26		
Catchers are not the original bases, new catchers in place when transition initiated	3.5.5f	26		
Helicopter rules: flyer is in face-up position with 3-catchers - not greater than 180 degrees	3.5.6а-е	26		
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	3.6.1	28		72
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	3.6.2а-с	28		73
Braced suspended split – top person has 2 bases; top person maintains hand-to-hand/arm contact	3.6.3a-b	28	29	
Braced suspended split released by bases - loss of contact (3-5-5 reference)	3.6.4	28		
Swinging stunt – downward movement below prep lvl; top is face up; top person begins below prep	3.6.5a-c	28	29	74
LOD Derson not 1908-down position between bases where top person's forso is suspended below arms & leas	100	28	29	
	3.6.6	28 P ago	29 Sit Page	Pic
Rule 3: Section 7 – Dismounts	Rule	Page	29 Sit Page	Pic
Rule 3: Section 7 – Dismounts Base or catchers must not move during dismounts except for safety	Rule 3.7.1	Page 29	Sit Page	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 must be assisted	Rule 3.7.1 3.7.2a	Page 29 29	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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & spotter; to slow momentum	Rule 3.7.1 3.7.2a 3.7.2b	Page 29 29 29 29 29	Sit Page 30 30 30	75
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & spotter; to slow momentum Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4	Page 29 29 29 29 29 29 29 29	Sit Page 30 30 30 30	75 76
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 3.7.1 3.7.2a 3.7.2b 3.7.4	Page 29 29 29 29 30	Sit Page 30 30 30 30 30 30	75 76 76
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4	Page 29 29 29 29 29 29 29 29	Sit Page 30 30 30 30	75 76
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d	Page 29 29 29 29 30 30 30	Sit Page 30 30 30 30 30 31	75 76 76 77 77
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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;	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7	Page 29 29 29 29 30 30	Sit Page 30 30 30 30 30 30	75 76 76 77
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d	Page 29 29 29 29 30 30 30	Sit Page 30 30 30 30 30 31	75 76 76 77 77
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule	Page 29 29 29 29 30 30 30 Page	Sit Page 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 31 Sit Page	75 76 76 77 77 77 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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1	Page 29 29 29 29 30 30 30 31	Sit Page 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 31 Sit Page	75 76 76 77 77 77 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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3	Page 29 29 29 29 30 30 30 31	Sit Page 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 31 Sit Page	75 76 76 77 77 77 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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4	Page 29 29 29 29 30 30 30 31 31 31	Sit Page 30 30 30 30 30 30 31 Sit Page 31 (A-B)	75 76 76 77 77 77 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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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.	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7	Page 29 29 29 29 30 30 30 31 31 31 31 31 31 31 31 31	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32	75 76 76 77 77 77 Pic 78
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.7 3.8.7 3.8.8	Page 29 29 29 30 30 30 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31	Sit Page 30 30 30 30 30 30 31 Sit Page 31 (A-B) 32	75 76 76 77 77 77 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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9	Page 29 29 29 29 30 30 30 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31	Sit Page 30 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32	75 76 76 77 77 Pic 78 78 79
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule	Page 29 29 29 29 30 30 30 31	Sit Page 30 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 Sit Page	75 76 76 77 77 Pic 78 78 78
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1	Page 29 29 29 30 30 30 31 32	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 (A-B)	75 76 77 77 77 Pic 78 78 79 Pic Pe 80
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 must be assisted Dismounts from prep IvI or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2	Page 29 29 29 30 30 30 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 32	Sit Page 30 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 Sit Page	75 76 76 77 77 Pic 78 78 78
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 <td>Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1</td> <td>Page 29 29 29 30 30 30 31 32</td> <td>Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 (A-B)</td> <td>75 76 77 77 77 Pic 78 78 79 Pic Pe 80</td>	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1	Page 29 29 29 30 30 30 31 32	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 (A-B)	75 76 77 77 77 Pic 78 78 79 Pic Pe 80
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2 3.9.3	Page 29 29 29 29 30 30 30 30 31 32 32 32 32 32	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 (A-B) 33	75 76 76 77 77 Pic 78 78 78 78 78 79 Pic Pe 80 80
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 must be assisted Dismounts from prep IvI or above involving a skill require 2 bases or base & 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	Rule 3.7.1 3.7.2a 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2	Page 29 29 29 30 30 30 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 32	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 (A-B)	75 76 77 77 77 Pic 78 78 79 Pic Pe 80
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 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 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 Multi-scettion 2 - Sportsmanship Unsporting to officials; profane language, music, gestures; baiting or taunting.	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2 3.9.3	Page 29 29 29 29 30 30 30 30 31 32 32 32 32 32	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 (A-B) 33	75 76 76 77 77 Pic 78 78 78 78 78 79 Pic Pe 80 80
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 must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 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 Mule 2: Section 2 - Sportsmanship Unsporting to officials; profane language, music, gestures; baiting or taunting.	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2 3.9.3 Rule 2.2.1a-c	Page 29 29 29 29 30 30 30 30 31 32 32 32 32 32 32 32 32 32 32 32 32 32 32 32 32 32 <td>Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 33 Sit Page 32 (A-B) 33 Sit Page 15</td> <td>75 76 76 77 77 Pic 78 78 78 78 78 79 Pic 80 80 80</td>	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 33 Sit Page 32 (A-B) 33 Sit Page 15	75 76 76 77 77 Pic 78 78 78 78 78 79 Pic 80 80 80
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 must be assisted Dismounts from prep IvI or above involving a skill require 2 bases or base & 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 11/4 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 <td>Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2 3.9.3 Rule 2.2.1a-c Rule</td> <td>Page 29 29 29 29 30 30 30 30 31 32 32 32 15 Page 15 Page</td> <td>Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 33 Sit Page 32 (A-B) 33</td> <td>75 76 76 77 77 Pic 78 78 78 78 78 79 Pic Pe 80 80</td>	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2 3.9.3 Rule 2.2.1a-c Rule	Page 29 29 29 29 30 30 30 30 31 32 32 32 15 Page 15 Page	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 33 Sit Page 32 (A-B) 33	75 76 76 77 77 Pic 78 78 78 78 78 79 Pic Pe 80 80
Base or catchers must not move during dismounts except for safety Dismounts to performing surface from prep level or above must be assisted Dismounts from prep lvl or above involving a skill require 2 bases or base & 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 Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands Major Infractions-10 points Rule 2: Section 2 - Sportsmanship Unsporting to officials; profane language, music, gestures; baiting or taunting. (<i>GHSA Guide, Sect. 1 p1-5; Sect. 3 p.3-7; Sect. 4 p.4-7</i>)	Rule 3.7.1 3.7.2a 3.7.2b 3.7.2b 3.7.4 3.7.5 3.7.7 3.7.8a-d Rule 3.8.1 3.8.3 3.8.4 3.8.5 3.8.7 3.8.8 3.8.9 Rule 3.9.1 3.9.2 3.9.3 Rule 2.2.1a-c	Page 29 29 29 29 30 30 30 30 31 32 32 32 32 32 32 32 32 32 32 32 32 32 32 32 32 32 <td>Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 33 Sit Page 32 (A-B) 33 Sit Page 15</td> <td>75 76 76 77 77 Pic 78 78 78 78 78 78 80 80 80 80 80</td>	Sit Page 30 30 30 30 30 31 Sit Page 31 (A-B) 32 32 32 32 32 32 32 32 32 33 Sit Page 32 (A-B) 33 Sit Page 15	75 76 76 77 77 Pic 78 78 78 78 78 78 80 80 80 80 80