

2017

**ICU World Cheerleading Championships
ICU Junior World Cheerleading
Championships**



**General Information
Divisions Rules & Regulations**

2017 ICU World Cheerleading Championships

2017 ICU Junior World Cheerleading Championships

General Information

The International Cheer Union (ICU) will host the 2017 ICU Junior World Cheerleading Championships and 2017 ICU World Cheerleading Championships Wednesday through Friday 26-28 April 2017 at the **ESPN Wide World of Sports®** Complex. Since many countries converge to Florida this weekend; expense, time and highest anticipated national participation was the criteria in this decision. Many athletes and coaches will participate in the ICU World Cheerleading Championships; then will also have their athletes perform at the IASF Cheerleading Worlds Saturday, Sunday & Monday.

I. Tentative Schedule of Events

Wednesday 26 April 2017

- ICU Junior World Cheerleading Championships & Awards
- ICU World Championship Opening Ceremonies
- ICU VIP Reception & Athlete Cultural Exchange

Thursday 27 April 2017

- ICU World Cheerleading Championship Semi-Finals
- ICU World Cheerleading Championships ParaCheer Finals & Awards

Friday 28 April 2017

- ICU World Cheerleading Championship Finals & Awards
- ICU World Cheerleading Championships Closing Ceremonies

Saturday-Monday 29 April - 1 May 2017

- Club Worlds Championships
- Club Worlds Block Party (Monday)

II. Junior World Championships Divisions (6 total):

A). Team Cheer (4 divisions)

Based on the objectives of growth for existing and emerging nations, the 2017 ICU Junior World Cheerleading Championships will offer 2 levels of cheerleading for the Coed & All Girl divisions.

Nations can select one of the following All Girl Divisions:

1. All Girl Advanced (equivalent to Level 4)
2. All Girl Elite (equivalent to Level 5)

Nations can select one of the following Coed Divisions:

3. Coed Advanced (equivalent to Level 4)
4. Coed Elite (equivalent to Level 5)

Note: Each nation can enter one (1) All Girl Division (Advanced or Elite) and one (1) Coed Division (Advanced or Elite). The nation that wins either the All Girl Advanced Division or Coed Advanced Division at the 2017 Junior World Championships – will be required to compete in the 2018 Junior World Cheerleading Championships Elite Division within the All Girl or Coed Division respectfully.

B). Team Performance Cheer (2 divisions)

Based on the idea of participation and global representation, the 2017 ICU Junior World Cheerleading Championships will offer the following divisions - each nation can have only one (1) entry per nation per division:

1. Team Cheer Hip Hop
2. Team Cheer Freestyle Pom

Notes: All divisions are available to all nations. Crossover of teams into each category is allowed as needed for each country.

III. World Championships Divisions (12 total):

A). Team Cheer (5 divisions)

Based on the objectives of growth for existing and emerging nations, the 2017 ICU World Cheerleading Championships will offer 2 levels of cheerleading for the Coed & All Girl divisions.

Nations can select one of the following All Girl Divisions:

1. All Girl Elite (equivalent to Level 5)
2. All Girl Premier (equivalent to Level 6)

Nations can select one of the following Coed Divisions:

1. Coed Elite (equivalent to Level 5)
2. Coed Premier (equivalent to Level 6)

Note: Each nation can enter one (1) All Girl Division (Elite or Premier) and one (1) Coed Division (Elite or Premier). The nation that wins either the All Girl Elite Division or Coed Elite Division at the 2017 World Championships – will be required to compete in the 2018 World Cheerleading Championships Premier Division within the All Girl or Coed Division respectfully.

5. ParaCheer Unified Advanced (equivalent to Level 4, no basket tosses - with ParaCheer rule modifications).

Note: ParaCheer Unified National Teams must comprise of 25% or more ParaCheer athletes per team

B). Team Performance Cheer (5 divisions)

Based on the idea of participation and global representation, the 2017 ICU World Cheerleading Championships will offer the following divisions - each nation can have only one (1) entry per nation per division:

1. Team Cheer Hip Hop
2. Team Cheer Freestyle Pom
3. Team Cheer Jazz

Notes: All divisions are available to all nations. Crossover of teams into each category is allowed as needed for each country.

4. ParaCheer Unified Team Cheer Hip Hop
5. ParaCheer Unified Team Cheer Freestyle Pom

Note: ParaCheer Unified National Teams must comprise of 25% or more ParaCheer athletes per team.

C). Team Performance Cheer Doubles (2 divisions)

Reflective of the ICU Team Cheer divisions in each discipline (rules & score sheets), the following are based on the ICU initiative of global participation opportunities for athletes, as well as global development of cheer around the world. All divisions are available to all nations who wish to participate:

1. Doubles Team Cheer Hip Hop (2 athletes)
2. Doubles Team Cheer Freestyle Pom (2 athletes)

Note: Each nation can only have one (1) entry per nation per division.

IV. Time of Routine- JWC & WC Divisions

A). Team Cheer - Coed, All Girl, ParaCheer Unified:

1. Cheer Portion: Can be placed in the beginning or middle of routine. Cheer portion minimum time requirement is thirty (30) seconds. Maximum time between Cheer and Music portion: Twenty (20) seconds.
2. Music portion: Two minutes, thirty seconds (2:30)

B). Team Performance Cheer - Hip Hop, Freestyle Pom, Jazz, ParaCheer Unified Hip Hop & Freestyle Pom:

1. Music portion: Two minutes, thirty seconds (2:30)

C). Team Performance Cheer - Doubles Team Cheer Hip Hop, Doubles Team Cheer Freestyle Pom:

1. Music portion: One minute, thirty seconds (1:30)

V. Cheer Portion of Routine- JWC & WC Divisions

(Team Cheer Coed, All Girl Divisions & Team Cheer ParaCheer Unified Only)

Based on importance of separation of cheerleading from other sports; making it a unique sport globally, a cheer will be included in the beginning or middle of routine. Use of native language in the cheer and also using a more national pride style

cheer is encouraged. The Cheer portion of the routine is worth 10 points (of 100 points) and is based on the ability to lead the crowd for the team's nation, use of signs, poms, flags, megaphones and practical use of stunt/pyramids to lead the crowd. Video examples can be provided; again, native language is encouraged.

VI. Team Size/Number of athletes per team- JWC & WC Divisions

Objective is to best represent global cheerleading in its present status allow best size to form the best routines, without creating a financial barrier for emerging nations.

1. **Team Cheer - Coed, All Girl Divisions, ParaCheer Unified**
Minimum 16 athletes, maximum 24 athletes
2. **Team Performance Cheer - Hip Hop, Freestyle Pom, ParaCheer Unified Hip Hop, ParaCheer Unified Freestyle Pom**
Minimum 16 athletes, maximum 24 athletes
3. **Team Performance Cheer- Team Cheer Jazz**
Minimum 18 athletes, maximum 24 athletes
4. **Team Performance Cheer - Doubles Team Cheer Hip Hop, Doubles Team Cheer Freestyle Pom**
Two (2) athletes

VII. Age of Athlete- Junior World Cheerleading Championships

1. **Team Cheer All Girl & Coed Advanced Divisions** (equivalent to Level 4):
12-16 years of age within the year of the Junior World Championships
2. **Team Cheer All Girl & Coed Elite Divisions** (equivalent to Level 5):
12-16 years of age within the year of the Junior World Championships
3. **Team Performance Cheer Hip Hop, Freestyle Pom Divisions**
12-16 years of age within the year of the Junior World Championships

Note: As a guideline for all teams, JWC athletes born on or between 1 January 2000 - 31 December 2005 would be age eligible for the 2017 Junior World Championships. Any team proven to be in violation of the age requirements will be automatically disqualified. Crossovers between all ICU Divisions and between JWC and WC are permitted.

VIII. Age of Athlete- World Cheerleading Championships

1. **Team Cheer ParaCheer Unified Advanced Division** (equivalent to Level 4*):
*(*Note: ParaCheer Divisions do not allow tosses and ParaCheer general rule modifications apply)*
14 years or older within the year of the World Championships
2. **Team Cheer All Girl & Coed Elite Divisions** (equivalent to Level 5):
14 years or older within the year of the World Championships
3. **Team Cheer All Girl & Coed Premier Divisions** (equivalent to Level 6):
15 years or older within the year of the World Championships
4. **Team Performance Cheer Hip Hop, Freestyle Pom, Jazz, ParaCheer Unified Hip Hop & Freestyle Pom Divisions:**
14 years or older within the year of the World Championships
5. **Team Performance Cheer Doubles Hip Hop, Doubles Freestyle Pom Divisions:**
14 years or older within the year of the World Championships

Note: This age range best represents cheerleading on the global status for national team competition; however, all federations can adjust their own team age ranges to be more restrictive than the World Championship parameters as needed. With the exception of the Junior World Championships divisions, there is no set maximum age. Any team proven to be in violation of the age requirements will be automatically disqualified. Crossovers between all ICU Divisions and between JWC and WC are permitted.

IX. Performance Surface

1. **Team Cheer -Hip Hop, Freestyle Pom, Jazz; ParaCheer Unified Hip Hop & Freestyle Pom; and Doubles Divisions:**
Marley performance floor or a wooden parquet floor surface. (minimum surface area of 42 feet x 42 feet or 12.8 meters x 12.8 meters)
2. **Team Cheer- Coed, All Girl Divisions and ParaCheer Unified Advanced:** No spring floor, standard foam mat surface. (9 strips/42 feet x 54 feet or 12.8 meters x 16.5 meters)

Note: For the reason of accessibility, cost, and ICU objective of grassroots growth of cheerleading within every nation, a standard foam mat was selected for the Team Cheer All Girl, Coed, ParaCheer Unified Advanced Divisions.

X. Cross-Overs (athletes participating in multiple divisions)

Based on the number of national teams anticipated in the 2017 ICU World Cheerleading Championships, crossovers between divisions and categories will be allowed within the ICU National Team Championships, and ICU athletes may also compete in the IASF Club World Championships. Within the USASF/IASF Worlds event specifically, crossovers are not allowed.

XI. Residence of Athletes

All athletes are required to be a minimum of six (6) month consecutive permanent resident of their respective nation on the 2017 World Championships date of competition.

XII. ICU Anti-Doping Rules and Regulations- Guidelines and Operations Procedures

The ICU is committed to doping free sport, and strictly follows the enclosed guidelines and procedures of the ICU WADA approved Anti-Doping guidelines and procedures for the safety of our athletes and fairness of play for our sport.

http://www.cheerunion.org/aspnet_client/FreeTextBox/upload/documents/AboutUS/Documents/ICU_Guidelines_Drug-Testing.pdf

XIII. ICU Rules and Regulations against Illegal Betting and Competition Fixing

The ICU is committed to fair play for our athletes and the integrity of the sport, and follows rules and regulations in the fight against illegal betting and competition fixing.

http://www.cheerunion.org/aspnet_client/FreeTextBox/upload/documents/AboutUS/Documents/ICU_Rules_Competition-Fixing.pdf

2017 ICU World Cheerleading Championships
2017 ICU Junior World Cheerleading Championships
TEAM CHEER DIVISIONS RULES & REGULATIONS
Team Cheer Coed, All Girl and ParaCheer Unified Divisions

I. GENERAL RULES

1. All teams must be supervised during all official functions by a qualified director/advisor/coach.
2. All directors, advisors and coaches should have an emergency response plan in the event of an injury.

II. TOURNAMENT

1. The event will take place on Wednesday 26 April 2017 to Friday 28 April 2017 in Orlando Florida.
Wednesday 26 April 2017
ICU Junior World Championships & Awards
ICU World Championships Opening Ceremonies
Thursday 27 April 2017
ICU ParaCheer World Championships & Awards
ICU World Championships Semi-Finals
Friday 28 April 2017
ICU World Championships Finals & Awards
2. The competition is scheduled to be held at the ESPN Wide World of Sports ® Complex.
3. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

- A. **RULES & PROCEDURES** —Any questions concerning the rules or procedures of the competition will be handled exclusively by the director / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
- B. **PERFORMANCE** — Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

IV. SPORTSMANSHIP

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The advisor and coach of each team is

responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

V. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
2. The team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

B. FAULT OF TEAM

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

C. INJURY

1. The only persons that may stop a routine for injury are: a) competition officials, b) the advisor / coach from the team performing or c) an injured individual.

2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.
4. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 - c. In the event of a suspected concussion, the participant cannot return to perform without clearance from a physician (MD/DO) that has training related to head injuries, and waiting 24 hours, even with a waiver from a parent or legal guardian.
 - d. In addition to the head injury policy, we encourage you to be familiar with the specific law where the competition is being held.

VI. INTERPRETATIONS AND/OR RULINGS

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

VII. DISQUALIFICATION

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

VIII. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, the ICU World Cheerleading Championships will provide spotters for all rehearsal and competition floors. To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

IX. MUSIC

1. For the 2017 ICU World Championships and Junior World Championships, all National Teams will have the choice of following the USA Cheer (www.usacheer.net) or ICU (www.cheerunion.org) Music Copyrights Educational Initiative.
2. I have read and understand the USA Cheer or ICU Music Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with the written license from the owner(s) of the sound recordings.
3. Teams must be able to provide proof of licensing during the registration at the Championships.
4. If a team does not have proof of music licensing available, they will be allowed to perform to an optional approved track of music or a track with counts (provided by the ICU) or can count verbally.
5. If a team cannot provide proof of licensing, and do not perform to an optional approved track of music or to counts, the team will be disqualified from the competition.
6. If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
7. A challenge can only be made by the official coach or an official National Federation representative of a team competing at the event at where the challenge is being made.
8. Challenge Process:
 - a. All music challenges must be submitted in writing to the International Cheer Union head official.
 - b. There will be a \$100 USD fee to request a music challenge and must be in the form of USA currency.
 - c. Fees collected will be returned if the challenge is correct.
 - d. If the team challenged can provide documentation during the event or can be verified, the fees will be donated to a local children's charity, St. Jude Children's Research Hospital.
 - e. If the team challenged can provide documentation that requires further review, a

decision will be finalized within 48 hours of the event.

- Each team is required to have a responsible adult remain at the music station that knows the routine and music. This representative is responsible for start the music and stopping the music in case of technical malfunction or injury. Please make sure that all devices are fully charged, volume turned up and placed in airplane mode. If using CDs, please make sure the CD is unscratched so there is no skip while playing.
- Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable if following the music guidelines.

X. GENERAL SAFETY RULES

- All athletes must be supervised during all official functions by a qualified director/coach.
- Coaches must require proficiency before skill progression. Coaches must consider the athlete, group and team skill levels with regard to proper performance level placement.
- All teams, coaches and directors must have an emergency response plan in the event of an injury.
- Athletes and coaches may not be under the influence of alcohol, narcotics, performance-enhancing substances or over-the-counter medications that would hinder the ability to supervise or execute a routine safely, while participating in a practice or performance.
- Athletes must always practice and perform on an appropriate surface. Technical skills (stunts, pyramids, tosses or tumbling) may not be performed on concrete, asphalt, wet or uneven surfaces or, surfaces with obstructions.
- Soft-soled shoes must be worn while competing. No dance shoes/boots, and/or gymnastics slippers (or similar) allowed. Shoes must have a solid sole.
- Jewelry of any kind, including but not limited to, ear, nose, tongue, belly button and facial rings, clear plastic jewelry, bracelets, necklaces and pins on uniforms is not allowed. Jewelry must be removed and may not be taped over. Exception: medical ID tags/bracelets. *Clarification: Rhinestones are allowed when adhered to the uniform and not allowed if adhered to the skin.*
- Any height increasing apparatus used to propel an athlete is not allowed. Exception: spring floor.
- Flags, banners, signs, poms, megaphones and pieces of cloth are the only props allowed. Props with poles or similar support apparatus may not be used in conjunction with any kind of stunt or tumbling. All props must be safely discarded out of harms

way (example: throwing a hard sign across the mat from a stunt is not allowed). Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop once it is removed from the body.

- Supports, braces and soft casts that are unaltered from the manufacturer's original design/production do not require additional padding. Supports, braces and soft casts that have been altered from the manufacturer's original design/production must be padded with a closed-cell, slow-recovery foam padding no less than ½ inch/1.27 centimeters thick if the participant is involved in stunts, pyramids or tosses. A participant wearing a hard cast (example: fiberglass or plaster) or a walking boot must not be involved in stunts, pyramids or tosses.
- From a level grid standpoint- all skills allowed for at a particular level encompass all skills allowed in the preceding levels.
- Required spotters for all skills must be your own team's members, and be trained in proper spotting techniques.
- Drops including but not limited to knee, seat, thigh, front, back and split drops from a jump, stunt, or inverted position are not allowed unless the majority of the weight is first borne on the hands or feet, which breaks the impact of the drop. Shushinovs are allowed. *Clarification: Drops that include any weight bearing contact with the hands and feet are not in clear violation of this rule.*
- Athletes must have at least one foot, hand or body part (other than hair) on the performing surface when the routine begins. Exception: Athletes may have their feet in the hands of base(s) if the base(s) hands are resting on the performing surface.
- The competitors who begin a routine must remain the same throughout the course of a routine. A performer is not permitted to be "replaced" by another performer during a routine.
- An athlete must not have gum, candy, cough drops or other such edible or non-edible items, which may cause choking, in her/his mouth during practice and/or performance.

ICU PARACHEER UNIFIED ADVANCED DIVISION

RULES

SPECIFIC DIVISION CRITERIA

- All ICU general rules and guidelines, as well as routine requirements apply.

- B. All ParaCheer Unified National Teams must be comprised of a minimum 25% or more ParaCheer Athletes per team.
Clarification: ParaCheer Athlete qualification is subject to respective ICU general rules and guidelines, as well as National Federation confirmation and/or medical documentation, as requested. (Please see XI. PARACHEER QUALIFICATION GUIDELINES for more information)
- C. Wheelchair users when basing stunts and pyramids must have all wheels in contact with the performance surface during the skill with an added and appropriate anti-tip attachment for safety.
Clarification: An appropriate wheelchair anti-tip attachment must be in contact with the chair and the performance surface as an additional point of contact to the performance surface while both wheels of the wheelchair are also in contact with the performance surface.
- D. Wheelchair users when topping stunts and pyramids in the wheelchair (or similar apparatus) must use a seatbelt.
- E. All athletes spotting, catching and/or cradling a skill must have mobility through their lower body (with or without use of mobility equipment) to absorb the impact of the skill, as well as with adequate lateral speed to spot, catch and/or cradle the skill.
- F. All athletes spotting, catching and/or cradling a skill must have at minimum 1 arm extended beyond the elbow to adequately assist with the skill.
- G. Release moves and dismounts may be caught by individuals who were not the original base(s) if the main base(s) are not capable of catching and/or cradling the skill.
- H. Mobility devices (i.e. wheelchairs, crutches, etc.) may be used to aid the top person in loading into a stunt and / or pyramid.
Example: A top person may step upon any portion of a wheelchair, mobile device, and/or upon a base supporting a crutch to load into a skill.
- I. All mobility equipment, prosthesis, and braces are considered part of the athlete unless they are removed, in which case they are considered legal props, until replaced on or returned to the athlete.
- J. Basket tosses are not allowed.

PARACHEER UNIFIED ADVANCED DIVISION GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.
Clarification: A tumbler may rebound from his/her feet into a transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for the Novice/L1 – Elite/L5 Divisions. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop is not allowed, unless the “prop” is mobility equipment for a ParaCheer athlete.
Clarification: An individual may jump over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed, unless the “prop” is mobility equipment for a ParaCheer athlete.
- D. Dive rolls are allowed:
Exception 1: Dive rolls performed in a swan/arched position are not allowed.
Exception 2: Dive rolls that involve twisting are not allowed.
- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.
Example: If an athlete in ParaCheer Unified Advanced/L4 performs a round off - toe touch - back handspring- whip-layout, this combination of skills would not be allowed since consecutive flip-flip combinations are not allowed within the ParaCheer Unified Advanced/L4 Standing Tumbling regulations.

PARACHEER UNIFIED ADVANCED DIVISION STANDING TUMBLING

- A. Standing flips and flips from a back handspring entry are allowed.
- B. Skills are allowed up to 1 flipping and 0 twisting rotations.
Exception: Aerial cartwheels and Onodis are allowed.
- C. Consecutive flip-flip combinations are not allowed.
Example: Back tuck – back tuck, back tuck – punch front are not allowed.
- D. Jump skills are not allowed in immediate combination with a standing flip.
Example: Toe touch back tucks, back tuck toe touches, pike jump front flips are not allowed.
Clarification 1: Jumps connected to $\frac{3}{4}$ front flips are not allowed.
Clarification 2: Toe touch back handspring back tucks are allowed because the flip skill is not connected immediately after the jump skills.

**PARACHEER UNIFIED ADVANCED DIVISION
RUNNING TUMBLING**

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

PARACHEER UNIFIED ADVANCED DIVISION STUNTS

- A. A spotter is required for each top above prep level.
- B. Single leg extended stunts are allowed.
- C. Twisting stunts and transitions to prep level are allowed up to 1 $\frac{1}{2}$ twisting rotations by the top person in relation to the performing surface.
Clarification: A twist performed with an additional turn by the bases performed in the same skill set, is not allowed if the resulting cumulative rotation of the top person exceeds a 1 $\frac{1}{2}$ rotation. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
- D. Twisting stunts and transitions to an extended position are allowed under the following conditions:
 - 1. Extended skills up to a $\frac{1}{2}$ twist are allowed.
Example: A $\frac{1}{2}$ up to extended liberty is allowed.
Clarification: Any additional turn performed by the bases in the same skill set would not be

allowed if the resulting cumulative rotation of the top person exceeds $\frac{1}{2}$ rotation. The safety judges will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once the stunt is hit (i.e. a prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

- 2. Extended skills exceeding a $\frac{1}{2}$ twist but not exceeding 1 twist must land in a 2 -leg stunt.
Example: A full up (1 twist) to an immediate extended liberty is not allowed, but a full up (1 twist) to an extension is allowed.
Exception: Landing in a platform position is permitted. A Platform position must be visibly momentarily stopped prior to moving to a single leg (1 leg) stunt.
Clarification: Any additional turn performed by the bases in the same skill set would not be allowed if the resulting cumulative rotation of the top person exceeds 1 rotation. The safety judges will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once the stunt is hit (i.e. a prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
- E. During transitions, at least 1 base must remain in contact with the top person.
Exception: See “Release Moves”.
- F. Free flipping mounts and transitions are not allowed.
- G. No stunt, pyramid or individual may move over or under another separate stunt, pyramid or individual.
Clarification: This rule pertains to an athlete’s torso (midsection of an athlete’s body) not moving over or under the torso of another athlete; this does not pertain to an athlete’s arms or legs.
Example: A shoulder sit walking under a prep is not allowed.
Exception 1: An individual may jump over another individual.
Exception 2: An individual may move under a stunt or a stunt may move over an individual.

- H. Single based split catches are not allowed.
- I. Single based stunts with multiple top persons require a separate spotter for each top person. Extended single top persons may not connect to any other extended single leg top person.

**J. PARACHEER UNIFIED ADVANCED DIVISION
Stunts-Release Moves**

1. Release moves are allowed but must not exceed extended arm level.

Clarification: If the release move passes above the bases' extended arm level, it will be considered a toss and/or dismount, and must follow the appropriate "Toss" and/or "Dismount" rules. To determine the height of a release move, at the highest point of the release, the distance from the hips to the extended arms of the bases will be used to determine the height of the release. If that distance is greater than the length of the top person's legs, it will be considered a toss or dismount and must follow the appropriate "Toss" or "Dismount" rules.

2. Release moves may not land in an inverted position. When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted. Release moves inverted to non-inverted positions may not twist. Release moved from inverted to non-inverted positions landing at prep level or higher must have a spot.
3. Release moves must return to original bases, unless the original base(s) are not physically capable of catching the release move as designated.
Clarification: An individual may not land on the performing surface without assistance.
Exception: See Dismount "C".
Exception: Dismounting single based stunts with multiple top persons.
4. Release moves that land in an extended position must originate from waist level or below and may no involve twisting or flipping.
5. Release moves initiating from an extended level may not twist.
6. Helicopters are allowed up to a 180 degree rotation and 0 twisting and must be caught by

at least 3 catchers, one of which is positioned at head and shoulder area of the top person.

7. Release moves may not intentionally travel.
8. Release moves may not pass over, under or through other stunts, pyramids or individuals.
9. Top persons in separate release moves may not come in contact with each other.
Exception: Dismounting single based stunts with multiple top persons.

**K. PARACHEER UNIFIED ADVANCED DIVISION
Stunts-Inversions**

1. Extended inverted stunts are allowed. Also, see "Stunts" and "Pyramids."
2. Downward inversions are allowed at prep level and must be assisted by at least 3 catchers, at least 2 of which are positioned to protect the head and shoulder area.
Exception: A controlled power pressing of an extended inverted stunt (example: handstand) to shoulder level is allowed.
Clarification 1: The stunt may not pass above prep level and then become inverted at prep level or below. (The momentum of the top person coming down is the primary safety concern.)
Clarification 2: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area of the top person.
Clarification 3: Downward inversions originating from below prep level do not require three (3) bases.
Exception: Two-leg "Pancake" stunts must start at shoulder level or below and are allowed to immediately pass through the extended position during the skill.
Clarification: Two-leg Pancakes cannot stop or land in an inverted position.
3. Downward inversions must maintain contact with an original base.
Exception: Side rotating downward inversions. Example: In cartwheel-style transitions, the original base may lose contact with the top person when it becomes necessary to do so.
4. Downward inversions may not come into contact with each other.
- L. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Clarification: A person standing on the ground is not considered a top person.

PARACHEER UNIFIED ADVANCED DIVISION PYRAMIDS

- A. Pyramids must follow ParaCheer Unified Advanced Division "Stunts" and "Dismounts" rules and are allowed up to 2 high.

Exception: Twisting mounts and transitions to extended skills are allowed up to 1 ½ twists if connected to a bracer at prep level or below. The connection must be made prior to the initiation of the skill and must remain in contact throughout the transition.

- B. Top persons must receive primary support from a base.

Exception: See ParaCheer Unified Advanced "Pyramid Release Moves"

- C. Extended single leg (1 leg) stunts may not brace or be braced by any other single leg (1 leg) extended stunts.

- D. No stunt or pyramid may move over or under another separate stunt or pyramid.

Example: A shoulder sit walking under a prep is not allowed.

Exception 1: An individual may jump over another individual.

Exception 2: An individual may move under a stunt or a stunt may move over an individual.

- E. Any skill that is allowed as a ParaCheer Unified Advanced Division Release Move is also allowed if it remains connected to a base and a bracer (or 2 bracers when required)

Example: An extended Pancake would be required to remain connected to 2 bracers.

F. PARACHEER UNIFIED ADVANCED DIVISION PYRAMIDS - Release Moves

1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least 1 person at prep level or below. Contact must be maintained with the same bracer(s) throughout the entire transition.

Clarification 1: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

Exception: While a tic-toc from prep level or higher to an extended position (e.g. low to high and high to high) is not allowed for ParaCheer Unified Advanced Division "Stunts", the same skill is allowed in ParaCheer Unified Advanced Division "Pyramid Release Moves" if the skill is braced by at least 1 person at prep level or below. The top person performing the tic-toc must be braced the entire time during the release from the bases.

Clarification 2: ParaCheer Unified Advanced Division Pyramid Release Moves may incorporate stunt release moves that maintain contact with 1 other top person provided the release move meets the ParaCheer Unified Advanced Division "Stunt Release Moves" or "Dismounts" criteria.

Clarification 3: Twisting stunts and transitions are allowed up to 1 ½ twists if connected to at least 1 bracer at prep level or below.

2. In a pyramid transition, a top person may travel over another top person while connected to that top person at prep level or below.
3. Primary weight may not be borne at the 2nd level.

Clarification: The transition must be continuous.

4. Non-inverted transitional pyramids may involve changing bases under the following conditions:

- a. The top person must maintain physical contact with a person at prep level or below.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

- b. The top person must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter). Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill).

5. Non-inverted pyramid release moves must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter) under the following conditions:

- a. Both catchers must be stationary.

- b. Both catchers must maintain visual contact with the top person throughout the entire transition.

- 6. Release moves may not be braced / connected to the top persons above prep level.

**G. PARACHEER UNIFIED ADVANCED DIVISION
Pyramids-Inversions**

- 1. Must follow ParaCheer Unified Advanced Division "Stunt Inversions" rules.

**H. PARACHEER UNIFIED ADVANCED DIVISION
Pyramids-Release Moves w/ braced inversions**

- 1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 2 persons at prep level or below. Contact must be maintained with the same bracer throughout entire transition.

Clarification 1: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

Clarification 2: Braced flips must be braced on 2 separate sides (i.e. right side - left side, left side-back side, etc.) by 2 separate bracers. (Example: Two bracers on the same arm will no longer be permitted). A top person must be braced on 2 of the 4 sides (front, back, right or left) of their body.

- 2. Braced inversions (including braced flips) are allowed up to 1 ¼ flipping rotations and 0 twisting rotations.
- 3. Braced inversions (including braced flips) may not involve changing bases.
- 4. Braced inversions (including braced flips) must be in continuous movement.
- 5. All braced inversions (including braced flips) that do not twist must be caught by at least 3 catchers.

Exception: Brace flips that land in an upright position at prep level or above require a minimum of 1 catcher and 2 spotters.

- a. All required catchers / spotters must be stationary.
- b. All required catchers / spotters must maintain visual contact with the top person throughout the entire transition.
- c. The required catchers / spotters may not be involved with any other skill or

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

- 6. Braced inversions (including braced flips) may not travel downward while inverted.
- 7. Braced inversions (including braced flips) may not come in contact with other stunt / pyramid release moves.
- 8. Braced inversions (including braced flips) may not be braced / connected to top persons above prep level.

**PARACHEER UNIFIED ADVANCED DIVISION
DISMOUNTS**

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have 2 catchers and a spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts to the performing surface must be assisted by an original base or spotter, unless the original base(s) are not physically capable of assisting the dismount.
Exception: Straight drops or small hop offs, with no additional skill(s), from the waist level or below are the only dismounts allowed to the performing surface without assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Up to a 2 ¼ twisting rotations are allowed from all 2 - leg stunts.
Clarification: Twisting from a platform position may not exceed 1 ¼ rotations. A Platform is not considered a 2 - leg stunt. There are specific exceptions given for the platform body position within the ParaCheer Unified Advanced Division "Stunts" regarding Twisting Stunts and Transitions specifically.
- E. Up to a 1 ¼ twisting rotations are allowed from all single leg (1 leg) stunts.
Clarification: A Platform is not considered a 2 - leg stunt. There are specific exceptions given for the platform body position within the ParaCheer Unified Advanced Division "Stunts" regarding Twisting Stunts and Transitions specifically.

- F. No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.
Exception: If the "prop" is a mobile device of a ParaCheer athlete, then it is allowed.
- G. During a cradle that exceeds 1 ¼ twists, no skill other than the twist is allowed.
- H. No free flipping dismounts allowed.
- I. Dismounts must return to original base(s).
Exception: If the original base(s) are not physically capable of catching the dismount, other individual(s) of the team may catch the designated dismount.
- J. Dismounts may not intentionally travel.
- K. Top persons in dismounts may not come in contact with each other while released from the bases.
- L. Tension drops/rolls of any kind are not allowed.
- M. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of dismount.
- N. Dismounts from an inverted position may not twist.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed:
Exception 1: Dive rolls performed in a swan/arched position are not allowed.
Exception 2: Dive rolls that involve twisting are not allowed.
- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.
Example: If an athlete in Advanced/L4 performs a roundoff - toe touch - back handspring- whip-layout, this combination of skills would not be allowed since consecutive flip-flip combinations are not allowed within the Advanced/L4 Standing Tumbling regulations.

PARACHEER UNIFIED ADVANCED DIVISION TOSSES

- A. Tosses are not allowed.

ICU ADVANCED DIVISION RULES

ADVANCED DIVISION GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.
Clarification: A tumbler may rebound from his/her feet into a transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for the Novice/L1 – Elite/L5 Divisions. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
Clarification: An individual may jump over another individual.

ADVANCED DIVISION STANDING TUMBLING

- A. Standing flips and flips from a back handspring entry are allowed.
- B. Skills are allowed up to 1 flipping and 0 twisting rotations.
Exception: Aerial cartwheels and Onodis are allowed.
- C. Consecutive flip-flip combinations are not allowed.
Example: Back tuck – back tuck, back tuck – punch front are not allowed.
- D. Jump skills are not allowed in immediate combination with a standing flip.
Example: Toe touch back tucks, back tuck toe touches, pike jump front flips are not allowed.
Clarification 1: Jumps connected to ¾ front flips are not allowed.
Clarification 2: Toe touch back handspring back tucks are allowed because the flip skill is not connected immediately after the jump skill.

ADVANCED DIVISION RUNNING TUMBLING

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

ADVANCED DIVISION STUNTS

- A. A spotter is required for each top above prep level.
- B. Single leg extended stunts are allowed.
- C. Twisting stunts and transitions to prep level are allowed up to 1 ½ twisting rotations by the top person in relation to the performing surface.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, is not allowed if the resulting cumulative rotation of the top person exceeds 1 ½ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

- D. Twisting stunts and transitions to an extended position are allowed under the following conditions:
1. Extended skills up to a ½ twist are allowed.
Example: A ½ up to extended liberty is allowed.
Clarification: Any additional turn performed by the bases in the same skill set would not be allowed if the resulting cumulative rotation of the top person exceeds ½ rotation. The safety judges will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once the stunt is hit (i.e. a prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
 2. Extended skills exceeding a ½ twist but not exceeding 1 twist must land in a 2 -leg stunt.
Example: A full up (1 twist) to an immediate extended liberty is not allowed, but a full up (1 twist) to an extension is allowed.
Exception: Landing in a platform position is permitted. A Platform position must be visibly momentarily stopped prior to moving to a single leg stunt.
Clarification: Any additional turn performed by the bases in the same skill set would not be allowed if the resulting cumulative rotation of the top person exceeds 1 rotation. The safety judges will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once the stunt is hit (i.e. a prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

- E. During transitions, at least 1 base must remain in contact with the top person.
Exception: See “Release Moves”.
- F. Free flipping mounts and transitions are not allowed.
- G. No stunt, pyramid or individual may move over or under another separate stunt, pyramid or individual.
Clarification: This rule pertains to an athlete’s torso (midsection of an athlete’s body) not moving over or under the torso of another athlete; this does not pertain to an athlete’s arms or legs.
Example: A shoulder sit walking under a prep is not allowed.
Exception 1: An individual may jump over another individual.
Exception 2: An individual may move under a stunt or a stunt may move over an individual.
- H. Single based split catches are not allowed.
- I. Single based stunts with multiple top persons require a separate spotter for each top person. Extended single top persons may not connect to any other extended single leg top person.
- J. **ADVANCED DIVISION Stunts-Release Moves**
 1. Release moves are allowed but must not exceed extended arm level.
Clarification: If the release move passes above the bases’ extended arm level, it will be considered a toss and/or dismount, and must follow the appropriate “Toss” and/or “Dismount” rules. To determine the height of a release move, at the highest point of the release, the distance from the hips to the extended arms of the bases will be used to determine the height of the release. If that distance is greater than the length of the top person’s legs, it will be considered a toss or dismount and must follow the appropriate “Toss” or “Dismount” rules.
 2. Release moves may not land in an inverted position. When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted. Release moves inverted to non-inverted positions may not twist. Release moved from inverted to non-inverted positions landing at prep level or higher must have a spot.

3. Release moves must return to original bases.
Clarification: An individual may not land on the performing surface without assistance.
Exception: See Dismount "C".
Exception: Dismounting single based stunts with multiple top persons.
4. Release moves that land in an extended position must originate from waist level or below and may not involve twisting or flipping.
5. Release moves initiating from an extended level may not twist.
6. Helicopters are allowed up to a 180 degree rotation and 0 twisting and must be caught by at least 3 catchers, one of which is positioned at head and shoulder area of the top person.
7. Release moves may not intentionally travel.
8. Release moves may not pass over, under or through other stunts, pyramids or individuals.
9. Top persons in separate release moves may not come in contact with each other.
Exception: Dismounting single based stunts with multiple top persons.

K. **ADVANCED DIVISION Stunts-Inversions**

1. Extended inverted stunts are allowed. Also, see "Stunts" and "Pyramids."
2. Downward inversions are allowed at prep level and must be assisted by at least 3 catchers, at least 2 of which are positioned to protect the head and shoulder area.
Exception: A controlled power pressing of an extended inverted stunt (example: handstand) to shoulder level is allowed.
Clarification 1: The stunt may not pass above prep level and then become inverted at prep level or below. (The momentum of the top person coming down is the primary safety concern.)
Clarification 2: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area of the top person.
Clarification 3: Downward inversions originating from below prep level do not require three (3) bases.
Exception: Two-leg "Pancake" stunts must start at shoulder level or below and are allowed to immediately pass through the extended position during the skill.

Clarification: Two-leg Pancakes cannot stop or land in an inverted position.

3. Downward inversions must maintain contact with an original base.
Exception: Side rotating downward inversions.
Example: In cartwheel-style transitions, the original base may lose contact with the top person when it becomes necessary to do so.
4. Downward inversions may not come into contact with each other.
- L. Bases may not support any weight of a top person while that base is in a backbend or inverted position.
Clarification: A person standing on the ground is not considered a top person.

ADVANCED DIVISION PYRAMIDS

- A. Pyramids must follow Advanced Division "Stunts" and "Dismounts" rules and are allowed up to 2 high.
Exception: Twisting mounts and transitions to extended skills are allowed up to 1 ½ twists if connected to a bracer at prep level or below. The connection must be made prior to the initiation of the skill and must remain in contact throughout the transition.
- B. Top persons must receive primary support from a base.
Exception: See "Advanced Pyramid Release Moves"
- C. Extended single leg (1 leg) stunts may not brace or be braced by any other single leg (1 leg) extended stunts.
- D. No stunt or pyramid may move over or under another separate stunt or pyramid.
Example: A shoulder sit walking under a prep is not allowed.
Exception 1: An individual may jump over another individual.
Exception 2: An individual may move under a stunt or a stunt may move over an individual.
- E. Any skill that is allowed as an Advanced Division Release Move is also allowed if it remains connected to a base and a bracer (or 2 bracers when required)
Example: An extended Pancake would be required to remain connected to 2 bracers.

F. ADVANCED DIVISION PYRAMIDS - Release Moves

1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least 1 person at prep level or below. Contact must be maintained with the same bracer(s) throughout the entire transition.

Clarification 1: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

Exception: While a tic-tock from prep level or higher to an extended position (e.g. low to high and high to high) is not allowed for Advanced Division "Stunts", the same skill is allowed in Advanced Division "Pyramid Release Moves" if the skill is braced by at least 1 person at prep level or below. The top person performing the tic-tock must be braced the entire time during the release from the bases.

Clarification 2: Advanced Division Pyramid Release Moves may incorporate stunt release moves that maintain contact with 1 other top person provided the release move meets the Advanced Division "Stunt Release Moves" or "Dismounts" criteria.

Clarification 3: Twisting stunts and transitions are allowed up to 1 ½ twists if connected to at least 1 bracer at prep level or below.

2. In a pyramid transition, a top person may travel over another top person while connected to that top person at prep level or below.
3. Primary weight may not be borne at the 2nd level.

Clarification: The transition must be continuous.

4. Non-inverted transitional pyramids may involve changing bases under the following conditions:

- a. The top person must maintain physical contact with a person at prep level or below.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

- b. The top person must be caught by at least 2 catchers (minimum of 1 catcher and 1

spotter). Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill).

5. Non-inverted pyramid release moves must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter) under the following conditions:

- a. Both catchers must be stationary.
- b. Both catchers must maintain visual contact with the top person throughout the entire transition.

6. Release moves may not be braced / connected to the top persons above prep level.

G. ADVANCED DIVISION Pyramids-Inversions

1. Must follow Advanced Division Stunt Inversions rules.

H. ADVANCED DIVISION Pyramids-Release Moves w/ braced inversions

1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 2 persons at prep level or below. Contact must be maintained with the same bracer throughout entire transition.

Clarification 1: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

Clarification 2: Braced flips must be braced on 2 separate sides (i.e. right side - left side, left side-back side, etc.) by 2 separate bracers. (Example: Two bracers on the same arm will no longer be permitted). A top person must be braced on 2 of the 4 sides (front, back, right or left) of their body.

2. Braced inversions (including braced flips) are allowed up to 1 ¼ flipping rotations and 0 twisting rotations.
3. Braced inversions (including braced flips) may not involve changing bases.
4. Braced inversions (including braced flips) must be in continuous movement.
5. All braced inversions (including braced flips) that do not twist must be caught by at least 3 catchers.

Exception: Brace flips that land in an upright position at prep level or above require a minimum of 1 catcher and 2 spotters.

- a. All required catchers / spotters must be stationary.
 - b. All required catchers / spotters must maintain visual contact with the top person throughout the entire transition.
 - c. The required catchers / spotters may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
6. Braced inversions (including braced flips) may not travel downward while inverted.
 7. Braced inversions (including braced flips) may not come in contact with other stunt / pyramid release moves.
 8. Braced inversions (including braced flips) may not be braced / connected to top persons above prep level.

ADVANCED DIVISION DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have 2 catchers and a spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts to the performing surface must be assisted by an original base or spotter.
Exception: Straight drops or small hop offs, with no additional skill(s), from the waist level or below are the only dismounts allowed to the performing surface without assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Up to a 2 ¼ twisting rotations are allowed from all 2- leg stunts.
Clarification: Twisting from a platform position may not exceed 1 ¼ rotations. A Platform is not considered a 2 - leg stunt. There are specific exceptions given for the platform body position

within the Advanced Division "Stunts" regarding Twisting Stunts and Transitions specifically.

- E. Up to a 1 ¼ twisting rotations are allowed from all single leg (1 leg) stunts.
Clarification: A Platform is not considered a 2 - leg stunt. There are specific exceptions given for the platform body position within the Advanced Division "Stunts" regarding Twisting Stunts and Transitions specifically.
- F. No stunt, pyramid, individual, or prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.
- G. During a cradle that exceeds 1 ¼ twists, no skill other than the twist is allowed.
- H. No free flipping dismounts allowed.
- I. Dismounts must return to original base(s).
- J. Dismounts may not intentionally travel.
- K. Top persons in dismounts may not come in contact with each other while released from the bases.
- L. Tension drops/rolls of any kind are not allowed.
- M. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of dismount.
- N. Dismounts from an inverted position may not twist.

ADVANCED DIVISION TOSSES

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

- G. During a toss that exceeds 1 ½ twisting rotations, no skill other than the twist is allowed.
Example: No kick double tosses.
- H. Tosses may not exceed 2 ¼ twisting rotations.
- I. Top persons in separate basket tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.
- J. Only a single top person is allowed during a toss.

ICU ELITE DIVISION RULES

ELITE DIVISION GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.
Clarification: A tumbler may rebound from his/her feet into a transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for the Novice/L1 – Elite/L5 Divisions. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
Clarification: An individual may jump over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed:
Exception: Dive rolls that involve twisting are not allowed.
- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.

ELITE DIVISION STANDING TUMBLING

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

ELITE DIVISION RUNNING TUMBLING

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

ELITE DIVISION STUNTS

- A. A spotter is required for each top above prep level.
- B. Single leg extended stunts are allowed.
- C. Twisting mounts and transitions are allowed up to 2 ¼ twisting rotations by the top person in relation to the performing surface.
Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 2 ¼ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
- D. Free flipping mounts and transitions are not allowed.
- E. Single based split catches are not allowed.
- F. Single based stunts with multiple top persons require a separate spotter for each top person.
- G. **ELITE DIVISION Stunts-Release Moves**
 1. Release moves are allowed but must not exceed more than 18 inches / 46 centimeters above extended arm level.
Example: tic-tocks are allowed.
Clarification: If the release move exceeds more than 18 inches / 46 centimeters above the bases' extended arm level, it will be considered a toss, and must follow the appropriate "Toss" rules. To determine the height of a release move, at the highest point of the release, the distance from the hips to the extended arms of the bases will be used to determine the height of the release. If that distance is greater than the length of the top person's legs plus an additional 18 inches / 46 centimeters, it will be considered a toss or dismount and must follow the appropriate "Toss" or "Dismount" rules.
 2. Release moves may not land in an inverted position. When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted. Release

moves inverted to non-inverted positions may not twist.

Exception: Front handspring up to an extended stunt may include up to a 1/2 twist. Release moves from inverted to non-inverted positions landing at prep level or higher must have a spot.

3. Release moves must return to original bases.
Clarification: An individual may not land on the performing surface without assistance.
Exception 1: See Dismount "C".
Exception 2: Dismounting single based stunts with multiple top persons.
4. Helicopters are allowed up to a 180 degree rotation and must be caught by at least 3 catchers, one (1) of which is positioned at head and shoulder area of the top person.
5. Release moves may not intentionally travel.
6. Release moves may not pass over, under or through other stunts, pyramids or individuals.
7. Top persons in separate release moves may not come in contact with each other.
Exception: Dismounting single based stunts with multiple top persons.

H. ELITE DIVISION Stunts-Inversions

1. Extended inverted stunts are allowed. Also, see "Stunts" and "Pyramids."
2. Downward inversions are allowed from prep level and above and must be assisted by at least 3 catchers, at least 2 of which are positioned to protect the head and shoulder area. Contact must be initiated at the shoulder level (or above) of the bases.
Clarification 1: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area.
Clarification 2: Downward inversion originating from prep level or below do not require 3 catchers. If the stunt begins at prep level or below and passes above prep level it requires 3 catchers. (The momentum of the top person coming down is the primary safety concern.)
Exception: A controlled power pressing of an extended inverted stunt (example: Handstand) to shoulder level is allowed.
3. Downward inversions must maintain contact with an original base.

Exception: The original base may lose contact with the top person when it becomes necessary to do so.

Example: Cartwheel-style transition dismounts.

4. Downward inversions from above prep level:
 - a. May not stop in an inverted position.
Example: A cartwheel roll off would be legal because the top person is landing on their feet.
Exception: A controlled power pressing of an extended inverted stunt (example: needle or handstand) to shoulder level is allowed.
 - b. May not land on or touch the ground while inverted.
Clarification: Prone or supine landings from an extended stunt must visibly stop in a non-inverted position and be held before any inversion to the ground.
5. Downward inversions may not come in contact with each other.
- I. Bases may not support any weight of a top person while that base is in a backbend or inverted position.
Clarification: A person standing on the ground is not considered a top person.

ELITE DIVISION PYRAMIDS

- A. Pyramids must follow Elite Division "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base.
Exception: See Elite Division "Pyramids Release Moves".
- C. ELITE DIVISION PYRAMIDS - Release Moves
 1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least 1 person at prep level or below. Contact must be maintained with the same bracer throughout the entire transition.
Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.
 2. Primary weight may not be borne at the 2nd level.
Clarification: The transition must be continuous.

3. Non-inverted pyramid release moves must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter).
 - a. Both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.
4. Non inverted transitional pyramids may involve changing bases. When changing bases:
 - a. The top person must maintain physical contact with a person at prep level or below.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.
 - b. The top person must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter). Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
5. Release moves may not be braced / connected to the top persons above prep level

D. ELITE DIVISION Pyramids-Inversions

1. Must follow Elite Division "Stunt Inversions" rules.

E. ELITE DIVISION Pyramids-Release moves w/ braced inversions

1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 1 person at prep level or below. Contact must be maintained with the same bracer throughout entire transition.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.
2. Braced inversions (including braced flips) are allowed up to 1 ¼ flipping rotations and ½ twisting rotations.
3. Braced inversions (including braced flips) that exceed ½ twisting rotations are only allowed up to a ¾ flipping rotation provided release is initiated from an upright, non-inverted position, doesn't transition past a horizontal position (i.e. cradle, flat back, prone) and

doesn't exceed one twisting rotation.

Clarification: ALLOWED - An athlete tossed from an upright, non-inverted position (i.e. basket toss or sponge) performing a full twist and a backward ¾ rotation to a prone position while in contact with 1 bracer.

4. Inverted transitional pyramids may involve changing bases.
5. Braced inversions (including braced flips) must be in continuous movement.
6. All braced inversions (including braced flips) that do not twist must be caught by at least 3 catchers.

Exception: Brace flips that land in an upright position at prep level or above require a minimum of 1 catcher and 2 spotters.

 - a. The 3 catchers / spotters must be stationary.
 - b. The 3 catchers / spotters must maintain visual contact with the top person throughout the entire transition.
 - c. The 3 catchers / spotters may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
7. All braced inversions (including braced flips) that twist (including ¼ twist or more) must be caught by at least 3 catchers. All 3 catchers must make contact during the catch.
 - a. The catchers must be stationary.
 - b. The catchers must maintain visual contact with the top person throughout the entire transition.
 - c. The catchers may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
8. Braced inversions (including braced flips) may not travel downward while inverted.
9. Braced flips may not come in contact with other stunt / pyramid release moves.
10. Braced inversions (including braced flips) may not be braced / connected to top persons above prep level.

ELITE DIVISION DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a separate spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have 2 catchers and a separate spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts to the performing surface must be assisted by an original base or spotter.
Exception: Straight drops or small hop offs, with no additional skill(s), from the waist level or below are the only dismounts allowed to the performing surface without assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Up to a 2 ¼ twisting rotations are allowed from all stunts.
- E. No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.
- F. No free flipping dismounts allowed.
- G. Dismounts must return to original base(s).
- H. Dismounts may not intentionally travel.
- I. Top persons in dismounts may not come in contact with each other while released from the bases.
- J. Tension drops/rolls of any kind are not allowed.
- K. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of dismount.
- L. Dismounts from an inverted position may not twist.

ELITE DIVISION TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One (1) base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with all bases having their feet on the performing surface and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.
Example: No intentional traveling tosses

Exception: A ½ turn is allowed by bases as in a kick full basket.

- C. The top person in a toss must have both feet in / on the hands of the bases when the toss is initiated.
- D. Flipping, inverted or traveling tosses are not allowed.
- E. No stunt, pyramid, individual, or prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. Up to 2 ½ twisting rotations allowed.
- G. Top persons in separate basket tosses may not come in contact with each other and must become free of all contact from bases, bracers and / or top persons.
- H. Only a single top person is allowed during a basket toss.

ICU PREMIER DIVISION RULES

PREMIER DIVISION GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.
Exception 1: Tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over head rotation, then the tumbler / top person must be caught and stopped in a non-inverted position before continuing into the hip-over head transition or stunt.
Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing back handspring are permitted.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
Clarification: An individual may jump over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed:
Exception: Dive rolls that involve twisting are not allowed.

PREMIER DIVISION STANDING/RUNNING TUMBLING

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

PREMIER DIVISION STUNTS

- A. A spotter is required:

1. During one- arm (1 arm) stunts above prep level, other than cupies or liberties.
Clarification: A one-arm heel stretch, arabesque, high torch, scorpions, bow and arrow, etc. require a spotter.
 2. When the load/transition involves a twist greater than 360 degrees or an inversion.
 3. During stunts in which the top person is in an inverted position above prep level.
 4. When the top person is released from above ground level to a one-arm (1 arm) stunt.
- B. Stunt levels:
1. Single leg (1 leg) extended stunts are allowed.
- C. Twisting stunts and transitions are allowed up to 2 ¼ twisting rotations by the top person in relation to the performing surface.
Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 2 ¼ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
- D. Rewinds (Free flipping) and assisted flipping stunts and transitions are allowed. Rewinds must originate from ground level only and are allowed up to 1 flipping and 1 ¼ twisting rotations.
Exception 1: Rewinds to a cradle position are 1 ¼ flips. All rewinds caught below shoulder level must use 2 catchers. (Example: a rewind that lands in a cradle position)
Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing back handspring are permitted.
Clarification: Free flipping stunts and transitions that do not start on the performing surface are not allowed.
Clarification: Toe pitch, leg pitch and similar types of tosses are not allowed in initiating free flipping skills.
- E. Single based split catches are not allowed.
- F. Single based stunts with multiple top persons require a separate spotter for each top person.

G. PREMIER DIVISION STUNTS-Release Moves

1. Release moves are allowed but must not exceed more than 18 inches / 46 centimeters above extended arm level.
Clarification: If the release move exceeds more than 18 inches / 46 centimeters above the bases' extended arm level, it will be considered a toss or a dismount, and must follow the appropriate "Toss" or "Dismount" rules.
2. Release moves may not land in an inverted position.
3. Release moves must return to original bases. Exception 1: Coed style tosses to a new base are allowed if the stunt is thrown by a single base and caught by at least one base and an additional spotter who are not involved in any other skill or choreography when the transitions is initiated.
Exception 2: Toss single based stunts with multiple top persons are allowed without returning to original base(s).
Clarification: An individual may not land on the performing surface without assistance from above waist level.
4. Helicopters are allowed up to a 180 degree rotation must be caught by at least 3 catchers, one (1) of which is positioned at head and shoulder area of the top person.
5. Release moves may not intentionally travel. See exception in #3 above.
6. Release moves may not pass over, under or through other stunts, pyramids or individuals.
7. Top persons in separate release moves may not come in contact with each other.
Exception: Single based stunts with multiple top persons.

H. PREMIER DIVISION STUNTS -Inversions

1. Downward inversions from above prep level must be assisted by at least 2 catchers. Top person must maintain contact with a base.

PREMIER DIVISION PYRAMIDS

- A. Pyramids are allowed up to 2 ½ high.
- B. For 2 ½ high pyramids, there must be at least 2 spotters, one providing additional pyramid support, and both designated for each person who is above 2 persons high and whose primary support does not have at least 1 foot on the ground. Both spotters must be in position as the top person

is loading onto the pyramid. One spotter must be behind the top person and the other spotter must be in front of the top person or at the side of the pyramid in a position to get to the top person if they were to dismount forward. Once a pyramid shows adequate stability and just prior to the dismount, this spotter can move back to catch the cradle. As pyramid design varies greatly, we recommend a review of any new pyramids where the spotting position may be in question.

Clarification: For all tower pyramids, there must be a spotter who is not in contact with the pyramid in place behind the top person and one bracer to assist the thigh stand middle layer.

- C. Free-flying mounts originating from ground level may not originate in a handstand position, and are allowed up to 1 flipping (3/4 maximum free flip between release and catch) and 1 twisting rotation, or 0 flipping and 2 twisting rotations.

Clarification: Free-flying mounts may not significantly exceed the height of the intended skill and may not pass over, under or through other stunts, pyramids or individuals.

D. PREMIER DIVISION Pyramids-Release Moves

1. During a pyramid transition, a top person may pass above 2 ½ high under the following conditions:
 - a. Anytime a pyramid release moved is released from a second layer base and is caught by a second layer base, the second layer base that is catching the top person must also be the second layer base that originally released the top person. (i.e. tower tick-tocks)
 - b. Free release moves from 2 ½ high pyramids may not land in a prone or inverted position.

E. PREMIER DIVISION Pyramids-Inversions

1. Inverted stunts are allowed up to 2 ½ persons high.
2. Downward inversions from above prep level must be assisted by at least 2 bases. Top person must maintain contact with a base or another top person.

F. PREMIER DIVISION Pyramids-Release Moves w/ Braced Inversions

1. Braced flips are allowed up to up to 1 ¼ flipping and 1 twisting rotation.
 2. Braced flips are allowed if direct physical contact is maintained with at least 1 top person at prep level or below and must be caught by at least 2 catchers.
Exception: Braced inversions to 2 ½ high pyramids may be caught by 1 person.
 3. All braced inversions (including braced flips) that land in an upright position at prep level or above require at least 1 base and 1 additional spotter under the following conditions:
 - a. The base/spotter must be stationary.
 - b. The base/spotter must maintain visual contact with the top person throughout the entire transition.
 - c. The base/spotter may not be involved with any other skill or choreography when the transition is initiated.
(The dip to throw of the top person is considered the initiation of the skill.)
- G. Free released moves from 2 ½ high pyramids:
1. May not land in a prone or inverted position.
 2. Are limited to 0 flipping and 1 twisting rotation.
- H. One arm (1 arm) extended Paper Dolls require a spotter for each top person.

PREMIER DIVISION DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Single based cradles that exceed 1¼ twisting rotations must have a spotter assisting the cradle with at least 1 hand/arm supporting the head and shoulder of the top person.
- B. Dismounts to the performing surface, must be assisted by an original base or spotter.
Exception: Straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- C. Up to a 2 ¼ twist cradle is allowed from all stunts and pyramids up to 2 persons high and requires at least 2 catchers. Cradles from 2 ½ high pyramids

are allowed up to 1 ½ twist and require 2 catchers, 1 of which must be stationary at the initiation of the cradle.

Exception: 2-1-1 thigh stands may perform 2 twists from a forward facing stunt only (example: extension, liberty, heel stretch).

- D. Free released dismounts from 2 ½ high pyramids may not land in a prone or inverted position.
- E. Free flipping dismounts to a cradle:
 - 1. Are allowed up to 1 ¼ flipping and ½ twisting rotations (Arabians).
 - 2. Require at least 2 catchers, 1 of which is an original base.
 - 3. May not intentionally travel.
 - 4. Must originate from prep level or below. (May not originate from 2 ½ pyramids.)
Exception: ¾ front flip to cradle may occur from a 2 ½ high pyramid and requires 2 catchers, 1 on each side of the top person and 1 of which must be stationary when the cradle is initiated, ¾ front flip to cradle from 2 ½ high may not twist.
- F. Free flipping dismounts to the performing surface are only allowed in front flipping rotation:
Clarification: Back-flipping dismounts must go to cradle.
 - 1. Allowed up to 1 front flipping and 0 twisting rotations.
 - 2. Must return to an original base.
 - 3. Must have a spotter.
 - 4. May not intentionally travel.
 - 5. Must originate from prep level or below. (May not originate from 2 ½ high pyramids.)
- G. Tension drops/rolls of any kind are not allowed.
- H. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.
- I. Cradles from 1 arm stunt that involve a twist must have a spotter assisting the cradle with at least 1 hand-arm supporting the head and shoulder of the top person.
- J. Dismounts may not pass over, under or through other stunts, pyramids or individuals.
- K. Dismounts must return to original base(s).
Exception: Single based stunts with multiple top persons do not need to return to original base(s).
- L. Dismounts may not intentionally travel.
- M. Top persons in dismounts may not come in contact with each other while released from the bases.

PREMIER DIVISION TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
Exception 1: Fly away tosses that would go over the back person.
Exception 2: Arabians in which the 3rd person would need to start in front to be in position to catch a cradle.
- B. Tosses must be performed from ground level and must land in a cradle position. Top person must be caught in a cradle position by at least 3 bases 1 of which is positioned at the head and shoulder area of the top person. Tosses may not be directed so that the bases must move to catch the top person.
- C. The top person in a toss must have both feet in / on hands of bases when the toss is initiated.
- D. Flipping tosses are allowed up to 1 ¼ flipping rotation and 2 additional skills. A tuck, pike or lay out are not counted in the 2 additional skills. A pike open double full is legal. A tuck X-out double full is illegal because the X-out is considered a skill.

Legal (Two Skills)

Tuck flip, X-Out, Full Twist
Double Full-Twisting Layout
Kick, Full-Twisting Layout
Pike, Open, Double Full-Twist
Arabian Front, Full-Twist

Illegal (Three Skills)

Tuck flip, X-Out, Double Full Twist
Kick, Double Full-Full Twisting Layout
Kick, Full-Twisting Layout, Kick
Pike, Split, Double Full-Twist
Full-Twisting Layout, Split, Full-Twist

NOTE: An Arabian Front followed by a 1 ½ twist is considered to be a legal skill.

- E. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. Non-flipping tosses may not exceed 3 ½ twists.
- G. Top persons tossed to another set of bases must be caught in a cradle position by at least 3 stationary catchers. Catchers may not be involved in any other choreography and must have visual contact with top person when the toss is initiated and must maintain visual contact throughout the entire toss. The toss is allowed up to 0 flipping and 1 ½ twisting rotations or ¾ front flips with 0 twists. The bases involved in the toss must be stationary while tossing.
- H. Top persons in separate basket tosses may not come in contact with each other and must become free of all contact from the bases, bracers and / or other top persons.

- I. Only a single top person is allowed during a basket toss.

XI. GLOSSARY OF TERMS

1/2 Wrap around: A stunt skill that involves a single base holding a top person usually in a cradle position (as seen in "Swing Dancing"). The base then releases the legs of the top person and swings the legs (which are together) around the back of the base. The base then wraps their free arm around the legs of the top person with the top person's body wrapped around the back or the base.

Aerial (noun): Cartwheel or walkover executed without placing hands on the ground.

Airborne/Aerial (adjective): To be free of contact with a person or the performing surface.

Airborne Tumbling Skill: An aerial maneuver involving hip-over-head rotation in which a person uses their body and the performing surface to propel himself/herself away from the performing surface.

All 4s Position: An "All 4s Position" is when an athlete is on their hands and knees on the performing surface but not in a tucked (nugget) position. When this person is supporting a top person, the "All 4s" position is a waist level stunt.

Assisted-Flipping Stunt: A stunt in which a top person performs a hip-over-head rotation while in direct physical contact with a base or top person when passing through the inverted position. (See "Suspended Flip", "Braced Flip")

Back Walkover: A non-aerial tumbling skill where the athlete moves backward into an arched position, with the hands making contact with the ground first, then rotates the hips over the head and lands on one foot/leg at a time.

Backward Roll: A non-aerial tumbling skill where the athlete rotates backward into/or through an inverted position by lifting the hips over the head and shoulders while curving the spine (a tucked position) to create a motion similar to a ball "rolling" across the floor.

Ball - X: A body position (usually during a toss) where the top person goes from a tucked position to a straddle/x-position with the arms and legs or just the legs.

Barrel Roll: See "Log Roll".

Base: A person who is in direct weight-bearing contact with the performance surface who provides support for another person. The person(s) that holds, lifts or tosses a top person into a stunt. (See also: New Base and/or Original Base)

Basket Toss: A toss involving 2 or 3 bases and a spotter - 2 of the bases use their hands to interlock wrists.

Block: A tumbling term referring to the increase in height created by using one's hand(s) and upper body

power to push off the performing surface during a tumbling skill.

Block Cartwheel: A momentarily airborne cartwheel created by the tumbler blocking through the shoulders against the performing surface during the execution of the skill.

Brace: A physical connection that helps to provide stability from one top person to another top person. A top person's hair and/or uniform is not an appropriate or legal body part to use while bracing a pyramid or pyramid transition.

Braced Flip: A stunt in which a top person performs a hip-over-head rotation while in constant physical contact with another top person(s).

Bracer: A person in direct contact with a top person that helps to provide stability to the top person. This person is separate from a base or spotter.

Cartwheel: A non-aerial tumbling skill where the athlete supports the weight of their body with their arm(s) while rotating sideways through an inverted position landing on one foot at a time.

Catcher: Person(s) responsible for the safe landing of a top person during a stunt/dismount/toss/release. All catchers:

1. must be attentive
2. must not be involved in other choreography
3. must make physical contact with the top person upon catching
4. must be on the performing surface when the skill is initiated

Chair: A prep level stunt in which the base(s) supports the ankle of the top person with one hand and underneath the seat of the top person with the other hand. The supported leg must be in a vertical position underneath the torso of the top person.

Coed Style Toss: A single base grabs the top person at the waist and tosses the top person from ground level. Cradle: A dismount in which the top person is caught in a cradle position.

Cradle Position: Base(s) supporting a top person by placing arms wrapped under the back and under the legs of the top person. The top person must land in a "V"/pike/hollow body position (face up, legs straight and together) below prep level.

Cupie: A stunt where a top person is in an upright (standing) position and has both feet together in the hand(s) of the base(s). Also referred to as an "Awesome."

Dismount: The ending movement from a stunt or pyramid to a cradle or the performing surface. Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface. Movement from a cradle to the ground is not considered a "Dismount". When/if

performing a skill from the cradle to the ground the skill will follow stunt rules (twisting, transitions, etc.)

Dive Roll: An airborne tumbling skill with a forward roll where the athlete's feet leave the ground before the athlete's hands reach the ground.

Double-Leg Stunt: See "Stunt".

Double Cartwheel: An inverted stunt with partnered or paired cartwheel with hand/ankle or arm/thigh connection done simultaneously.

Downward Inversion: A stunt or pyramid in which an inverted person's center of gravity is moving towards the performing surface.

Drop: Dropping to the knee, thigh, seat, front, back or split position onto the performing surface from an airborne position or inverted position without first bearing most of the weight on the hands/feet which breaks the impact of the drop.

Extended Arm Level: The highest point of a base's arm(s) (not spotter's arms) when standing upright with the arm(s) fully extended over the head. Extended arms do not necessarily define an "extended stunt". See "Extended Stunt" for further clarification.

Extended Position: A top person, in an upright position, supported by a base(s) with the base(s) arms fully extended. Extended arms do not necessarily define an "extended stunt". See "Extended Stunt" for further clarification.

Extended Stunt: When the entire body of the top person is extended in an upright position over the base(s). Examples of "Extended Stunts": Extension, Extended Liberty, Extended Cupie. Examples of stunts that are not considered "Extended Stunts": Chairs, torches, flat backs, arm-n-arms and straddle lifts. (These are stunts where the base(s) arm(s) are extended overhead, but are NOT considered "Extended Stunts" since the height of the body of the top person is similar to a shoulder/prep level stunt.)

Extension Prep: See "Prep".

Flat Back: A stunt in which the top person is lying horizontal, face-up, and is usually supported by two or more bases.

Flip (Stunting): A stunting skill that involves hip-over-head rotation without contact with the performing surface or base(s) as the body passes through the inverted position.

Flip (Tumbling): A tumbling skill that involves hip-over-head rotation without contact with the performing surface as the body passes through the inverted position.

Flipping Toss: A toss where the top person rotates through an inverted position.

Floor Stunt: Base lying on performance surface on their back with arm(s) extended. A "Floor Stunt" is a waist level stunt.

Flyer: See "Top Person".

Forward Roll: A non-airborne tumbling skill where one rotates forward through an inverted position by lifting the hips over the head and shoulders while curving the spine to create a motion similar to a ball "rolling" across the floor.

Free Flipping Stunt: A Stunt Release Move in which the top person passes through an inverted position without physical contact with a base, brace, or the performing surface. This does not include Release Moves that start inverted and rotate to non-inverted.

Free Release Move: A release move in which the top person becomes free of contact with all bases, bracers, or the performing surface.

Front Limber: A non-aerial tumbling skill where one rotates forward through an inverted position to a non-inverted position by arching the legs and hips over the head and down to the performing surface landing on both feet/legs at the same time.

Front Tuck: A tumbling skill in which the athlete generates momentum upward to perform a forward flip.

Front Walkover: A non-aerial tumbling skill in which an athlete rotates forward through an inverted position to a non-inverted position by arching the legs and hips over the head and down to the performing surface landing one foot/leg at a time.

Full: A 360 degree twisting rotation.

Ground Level: To be on the performing surface.

Half (Stunt): See "Prep".

Hand/Arm Connection: The physical contact between two or more athletes using the hand(s)/arm(s). The shoulder is not considered a legal connection when hand/arm connection is required.

Handspring: An airborne tumbling skill in which an athlete starts from the feet and jumps forwards or backwards rotating through a handstand position. The athlete then blocks off the hands by putting the weight on the arms and using a push from the shoulders to land back on the feet, completing the rotation.

Handstand: A straight body inverted position where the arms of the athlete are extended straight by the head and ears.

Hanging Pyramid: A pyramid in which one or more persons are suspended off the performing surface by one or more top persons. A "Hanging Pyramid" would be considered a 2 and 1/2 high pyramid due to the weight of the top person being borne at the second level.

Helicopter Toss: A stunt where a top person in a horizontal position is tossed to rotate around a vertical axis (like helicopter blades) before being caught by original bases.

Horizontal Axis (Twisting in Stunts): An invisible line drawn from front to back through belly button of the top person.

Initiation/Initiating: The beginning of a skill; the point from which it originates. The point of initiation for a stunt is the bottom of the dip from which the skill originates.

Inversion: See "Inverted"; it is the act of being inverted.

Inverted: When the athlete's shoulders are below her/his waist and at least one foot is above her/his head.

Jump: An airborne position not involving hip-over-head rotation created by using one's own feet and lower body power to push off the performance surface.

Jump Skill: A skill that involves a change in body position during a jump. i.e. toe touch, pike, etc..

Jump Turn: Any turn that is added to a jump. A "straight jump" with a turn does not make the jump a "jump skill".

Kick Double Full: Skill, typically from a toss, which involves a kick and a 720 degree twisting rotation. A quarter turn performed by the top person during the kick portion is customary and permitted to initiate the twists.

Kick Full: Skill, typically from a toss, which involves a kick and a 360 degree twisting rotation. A quarter turn performed by the top person during the kick portion is customary and permitted to initiate the twist.

Knee (Body) Drop: See "Drop".

Layout: An airborne tumbling skill that involves a hip over head rotation in a stretched, hollow body position.

Leap Frog: A stunt in which a top person is transitioned from one set of bases to another, or back to the original bases, by passing over the torso and through the extended arms of the base. The top person remains upright and stays in continuous contact with the base while transitioning.

Second Level Leap Frog: Same as a "Leap Frog" but the top person is supported by bracer(s) instead of base(s) when traveling from one set of base(s) to another (or same) set of bases.

Leg/Foot Connection: The physical contact between two or more athletes using the leg(s)/foot (feet). Any connection from the shin to the toe is considered a legal connection when leg/foot connection is allowed.

Load-In: A stunting position in which the top person has at least one foot in the base(s) hands. The base(s) hands are at waist level.

Log Roll: A release move in which the top person's body rotates at least 360 degrees while remaining parallel to the performing surface. An "Assisted Log Roll" would be the same skill, with assistance from an

additional base that maintains contact throughout the transition.

Mount: See "Stunt".

Multi-Based Stunt: A stunt having 2 or more bases not including the spotter.

New Base(s): Bases previously not in direct contact with the top person of a stunt.

Non-Inverted Position: A body position in which either of the conditions below are met. The top person's shoulders are at or above their waist. The top person's shoulders are below their waist and both feet are below their head.

Nugget: A body position in which an athlete is in a tucked position on their hands and knees on the performing surface. When an athlete in a nugget position is supporting a top person, they are considered a base of a waist level stunt.

Onodi: Starting from a back handspring position after pushing off, the athlete performs a 1/2 twist to the hands, ending the skill as a front handspring step out.

Original Base(s): Base(s) that is/are in contact with the top person during the initiation of the skill/stunt.

Pancake: A downward inversion stunt in which both of the top person's legs/feet remain in the grip of a base(s) while performing a fold over/pike forward rotation to be caught on the top person's back.

Paper Dolls: Single-leg stunts bracing each other while in the single leg position. The stunts may or may not be extended.

Pike: Body bent forward at the hips with legs straight and together.

Platform Position: A single leg stunt where the top person's non-supported leg is held straight next to the supporting leg. Also known as a "dangle" or "target position".

Power Press: When bases bring the top person from an extended position, down to prep level or below, and then immediately re-extend the top person.

Prep (stunt): A multi base, two leg stunt in which the top person is being held at shoulder level by the bases in an upright position.

Prep-Level: The lowest connection between the base(s) and the top person is at shoulder level (e.g. prep, shoulder level hitch). A stunt may also be considered at Prep-Level if the connection between the base(s) and the top person is in an extended level provided that the top person is not in an upright position (e.g. flatback, straddle lifts). Examples of stunts that are also considered "Prep-Level": Chair, T-lift.

Primary Support: Supporting a majority of the weight of the top person.

Prone Position: A face down, flat body position.

Prop: An object that can be manipulated. Flags, banners, signs, pom poms, megaphones, and pieces of cloth are the only props allowed. Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop.

Punch: See "Rebound".

Punch Front: See "Front Tuck".

Pyramid: Two or more connected stunts.

Rebound: An airborne position not involving hip-over-head rotation created by using one's own feet and lower body power to propel off the performance surface -- typically performed from or into a tumbling skill.

Release Move: When the top person becomes free of contact with all people on the performing surface; see "Free Release Move"

Rewind: A free-flipping release move from ground level used as an entrance skill into a stunt.

Round Off: Similar to a cartwheel except the athlete lands with two feet placed together on the ground instead of one foot at a time, facing the direction from which they arrived.

Running Tumbling: Tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill.

Second Level: Any person being supported above from the performing surface by one or more bases.

Second Level Leap Frog: Same as "Leap Frog" but the top person is supported by bracer(s) instead of base(s) when traveling from one set of base(s) to another (or same) set of bases.

Series Front or Back Handsprings: Two or more front or back handsprings performed consecutively by an athlete.

Show and Go: A transitional stunt in which a stunt passes through an extended level and returns to a non-extended stunt.

Shoulder Level: A stunt in which the connection between the base(s) and top person is at shoulder height of the base(s).

Shoulder Sit: A stunt in which a top person sits on the shoulder(s) of a base(s). This is considered a prep level stunt.

Shoulder Stand: A stunt in which an athlete stands on the shoulder(s) of a base(s).

Shushunova: A straddle jump (toe touch) landing on the performing surface in a prone/push-up position.

Single-Based Double Cupie: A single base supporting 2 top persons who each have both feet in a separate hand of the base; see "Cupie"

Single-Based Stunt: A stunt using a single base for support.

Single-Leg Stunt: See "Stunt".

Split Catch: A stunt with a top person who is in an upright position having knees forward. The base(s) is holding both inner thighs as the top person typically performs a high "V" motion, creating an "X" with the body.

Sponge Toss: A stunt similar to a basket toss in which the top person is tossed from the "Load In" position. The top person has both feet in the bases' hands prior to the toss.

Spotter: A person whose primary responsibility is to prevent injuries by protecting the head, neck, back and shoulders area of a top person during the performance of a stunt, pyramid or toss. All "Spotters" must be trained in proper spotting techniques.

The spotter:

- must be standing to the side or the back of the stunt, pyramid or toss.
- must be in direct contact with the performing surface.
- must be attentive to the stunt being performed.
- must be able to touch the base of the stunt in which they are spotting, but does not have to be in direct physical contact with the stunt.
- cannot stand so that their torso is under a stunt.
- may grab the wrist(s) of the base(s), other parts of the base(s) arms, the top person(s) legs/ankles, or does not have to touch the stunt at all.
- may not have both hands under the sole of the top person's foot/feet or under the hands of the bases.
- may not be considered both a base and the required spotter at the same time. Example: In a two leg stunt, the base of one of the legs is not allowed to also be considered the required spotter (regardless of the grip).

NOTE: If the spotter's hand is under the top person's foot it must be their front hand, the spotter's back hand MUST be placed at the back of the ankle/leg of the top person or on the back side of the back wrist of the base.

Standing Tumbling: A tumbling skill (series of skills) performed from a standing position without any previous forward momentum. Any number of steps backward prior to execution of tumbling skill(s) is still defined as "standing tumbling."

Straight Cradle: A release move/dismount from a stunt to a cradle position where the top person keeps their body in a "Straight Ride" position -- no skill (i.e. turn, kick, twist, pretty girl, etc.) is performed.

Straight Ride: The body position of a top person performing a toss or dismount that doesn't involve any trick in the air. It is a straight line position that teaches the top to reach and to obtain maximum height on toss.

Stunt: Any skill in which a top person is supported above the performance surface by one or more

persons. A stunt is determined to be "One Leg" or "Two Leg" by the number of feet that the top person has being supported by a base(s). If the top person is not supported under any foot than the skill will be considered a "Two Leg" stunt.

Suspended Roll: A stunt skill that involves hip overhead rotation from the top person while connected with hand/wrist to hand/wrist of the base(s) that is on the performing surface. The base(s) will have their arms extended during the rotation of the skill. The rotation of the top person is limited to either forward or backward.

Suspended Forward Roll: A suspended roll that rotates in a forward rotation. See Suspended Roll

Suspended Backward Roll: A suspended roll that rotates in a backward rotation. See "Suspended Roll"

T-Lift: A stunt in which a top person with arms in a t-motion is supported on either side by two bases that connects with each of the hands and under the arms of the top person. The top person remains in a non-inverted, vertical position while being supported in the stunt.

Tension Roll/Drop: A pyramid/stunt in which the base(s) and top(s) lean forward in unison until the top person(s) leaves the base(s) without assistance. Traditionally the top person(s) and/or base(s) perform a forward roll after becoming free from contact from each other.

Three Quarter (3/4) Front Flip (stunt): A forward hip-over-head rotation in which a top person is released from an upright position to a cradle position.

Three Quarter (3/4) Front Flip (tumble): A forward hip-over-head rotation from an upright position to a seated position on the ground, with the hands and/or feet landing first.

Tic-Tock: A stunt that is held in a static position on one leg, base(s) dip and release top person in an upward fashion, as the top person switches their weight to the other leg and lands in a static position on their opposite leg.

Toe/Leg Pitch: A single or multi-based stunt in which the base(s) toss upward traditionally using a single foot or leg of the top person to increase the top person's height.

Toss: An airborne stunt where base(s) execute a throwing motion initiated from waist level to increase the height of the top person. The top person becomes free from all contact of bases, bracers and/or other top persons. The top person is free from performing surface when toss is initiated (ex: basket toss or sponge toss). Note: Toss to hands, toss to extended stunts and toss chair are NOT included in this category. (See "Release Moves")

Top Person: The athlete(s) being supported above the performance surface in a stunt, pyramid or toss.

Transitional Pyramid: A top person moving from one position to another in a pyramid. The transition may involve changing bases provided at least one athlete at prep level or below maintains constant contact with the top person.

Transitional Stunt: Top person or top persons moving from one stunt position to another thereby changing the configuration of the beginning stunt.

Traveling Toss: A toss which intentionally requires the bases or catchers to travel in a certain direction to catch the top person. (This does not include a quarter or half turn by the bases in tosses such as a "Kick Full").

Tuck Position: A position in which the body is bent at the waist/hips with the knees drawn into the torso.

Tumbling: Any hip over head skill that is not supported by a base that begins and ends on the performing surface.

Twist: An athlete performing a rotation around their body's vertical axis. (vertical axis=head to toe axis)

Twisting Stunt: Any twisting transition involving a top person and a base(s). The degree of twist is generally determined by the total continuous rotation(s) of the top person's hips in relation to the performance surface. Twisting will be measured by using both the "Vertical Axis" (head-to-toe) and "Horizontal Axis" (through belly button in a non-upright position). Simultaneous rotation on the Vertical and Horizontal axes should be considered separately, not cumulatively, when determining the degree of twist. A dip by the bases and/or change in direction of the twist/rotation, starts a new transition.

Twisting Tumbling: A tumbling skill involving hip over head rotation in which an athlete rotates around their body's "Vertical Axis".

Two - High Pyramid: A pyramid in which all top persons are primarily supported by a base(s) who is in direct weight-bearing contact with the performing surface. Any time a top person is released from their base(s) in a "Pyramid Release Move", regardless of the height of the release, this top person would be considered "passing above two persons high". "Passing above two persons high" does not relate to the actual height of the top person but to the number of layers to which they are connected.

Two and One Half (2-1/2) - High Pyramid: A pyramid in which the top person(s) has weight bearing support (not braced) by at least one other top person and is free of contact from the base(s). Pyramid height for a "Two and One Half High Pyramid" is measured by body lengths as follows: chairs, thigh stands and shoulder straddles are 1 ½ body lengths; shoulder stands are 2 body lengths.

Upright: A body position of a top person in which the athlete is in a standing position on at least one foot while being supported by a base(s).

V-Sit: A top person's body position when sitting in a stunt with straight legs parallel to the performing surface in a "V" position.

Vertical Axis (Twisting in Stunts or Tumbling): An invisible line drawn from head to toe through the body of the tumbling athlete or top person.

Walkover: A non-aerial tumbling skill involving hip-over-head rotation in which a person rotates forward/backward (usually performed with the legs in a split position) with support from one or both hands.

Waist Level: A stunt in which the lowest connection between the base(s) and the top person is above ground level and below prep level, as determined by the height/positioning of the base. Examples of stunts that are considered waist level: All 4s position based stunts, a nugget-based stunt. A chair and a shoulder sit are considered prep level stunts, not waist level.

Whip: A non-twisting, backward-traveling, aerial tumbling skill in which the athlete's feet rotate over their head and body, while the body remains in an arched position (not tucked and not in layout position). A "Whip" has the look of a back handspring without the hands contacting the ground.

X-Out: A tumbling skill or toss in which an athlete performs a flip while spreading the arms and legs into an "x" fashion during the rotation of the flip.

XII. PARACHEER QUALIFICATION GUIDELINES

For the purpose to assist and encourage ICU's National Federations to develop ParaCheer opportunities for disabled and nondisabled athletes (e.g. "ParaCheer Unified" divisions) within our Sport, enclosed (as a guideline only) please find a the IPC's brief description of the 10 eligible* impairment types (below) also shown on the IPC website

<https://www.paralympic.org/classification>; found under section 2 chapter 3.13 of the IPC Handbook.

**Note 1: Due to the newness of the ICU ParaCheer development programme at the grass-roots level, the ICU encourages its National Federations to use the IPC's excellent brief description of eligible impairment types simply as a guideline – and to encourage participation of all disabled athletes who may or may not meet the impairments listed below. As ICU's ParaCheer development programme continues to develop, stricter adherence to these policies will be distinctly addressed for specific future competitions.*

***Note 2: Based on the uniqueness of Cheerleading competition, the ICU additionally includes Hearing*

Impairment (#11) as a guideline only and also for possible future development of programmes compliant with the ICDS. The ICU again encourages National Federations to be inclusive of athletes of all disabilities, who may or may not meet the impairments listed below, for ParaCheer development purposes.

IPC's brief description of the 10 eligible* impairment types (as a guideline for the ICU ParaCheer programme):

Impairment: Explanation

- 1. Impaired muscle power:** Reduced force generated by muscles or muscle groups, such as muscles of one limb or the lower half of the body, as caused, for example, by spinal cord injuries, spina bifida or polio.
- 2. Impaired passive range of movement:** Range of movement in one or more joints is reduced permanently, for example due to arthrogyrosis. Hypermobility of joints, joint instability, and acute conditions, such as arthritis, are not considered eligible impairments.
- 3. Limb deficiency:** Total or partial absence of bones or joints as a consequence of trauma (e.g. car accident), illness (e.g. bone cancer) or congenital limb deficiency (e.g. dysmelia).
- 4. Leg length difference:** Bone shortening in one leg due to congenital deficiency or trauma.
- 5. Short stature:** Reduced standing height due to abnormal dimensions of bones of upper and lower limbs or trunk, for example due to achondroplasia or growth hormone dysfunction.
- 6. Hypertonia:** Abnormal increase in muscle tension and a reduced ability of a muscle to stretch, due to a neurological condition, such as cerebral palsy, brain injury or multiple sclerosis.
- 7. Ataxia:** Lack of co-ordination of muscle movements due to a neurological condition, such as cerebral palsy, brain injury or multiple sclerosis.
- 8. Athetosis:** Generally characterised by unbalanced, involuntary movements and a difficulty in maintaining a symmetrical posture, due to a neurological condition, such as cerebral palsy, brain injury or multiple sclerosis.
- 9. Visual impairment:** Vision is impacted by either an impairment of the eye structure, optical nerves or optical pathways, or the visual cortex.
- 10. Intellectual Impairment:** A limitation in intellectual functioning and adaptive behaviour as expressed in conceptual, social and practical adaptive skills, which originates before the age of 18.
- 11**. Hearing Impairment:** Hearing is impacted by either an impairment of the ear structure, illness, or other factors leading to a hearing loss of at least 55 decibels in an athlete's "better ear" - that is not

corrected with the use of hearing aids, cochlear implants and/or similar devices.

XIII. TIME LIMITATIONS/ MUSIC / ENTRANCES

- A. Each team will have a maximum of 2 minutes 30 seconds for music (2:30) and a recommended 30 seconds (:30) Cheer that must be performed in the beginning or middle of the routine.
- B. Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members.
- C. Timing will begin with the first choreographed movement or note of the music and end with the last choreographed movement or note of music whichever comes last.
- D. If a team exceeds the time limit, a penalty will be assessed for each violation. One point deduction for 5-10 seconds and three (3) point deduction for 11 seconds and over per judge.
- E. BECAUSE PENALTIES ARE SEVERE, IT IS RECOMMENDED THAT ALL TEAMS TIME THEIR PERFORMANCE SEVERAL TIMES PRIOR TO COMPETITION AND LEAVE A SEVERAL SECOND CUSHION TO ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.
- F. Each team must have a coach/representative to play their music. This person is responsible for bringing the music to the music table and pushing "play" and "stop" for the team.
- G. All music must be on a CD. The ICU recommends that you bring both in case sound systems have trouble reading your CD.
- H. In order to keep the competition on time, teams must enter the performance floor as quickly as possible. Teams will have limited time to enter the floor and start their routine. Elaborate choreographed entrances will not be allowed.
- I. Teams may not use Disney Themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable.

XIV. COMPETITION AREA

- A. The performance floor will be approximately 42 feet x 54 feet / 12.8 meters x 16.5 meters. The surface will be traditional foam Cheerleading mat.
- B. Teams may line up anywhere inside the competition area.
- C. No penalty for stepping outside the area.

XV. JUDGING CRITERIA

The judges will score the teams according to the judging criteria on a 100-point system.

PARACHEER UNIFIED ADVANCED

CHEER CRITERIA

10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS

20 POINTS

Number of ParaCheer athletes used in each group skill (Range: less than 25% on average – up to 5 points, more than 25% on average up to 10 points)
Execution of skills, Proper technique, Synchronization
Difficulty (Level of skill), Creativity, Variety

PYRAMIDS

20 POINTS

Number of ParaCheer athletes used in each group skill (Range: less than 25% on average – up to 5 points, more than 25% on average up to 10 points)
Execution of skills, Synchronization (when applicable)
Difficulty (level of skill), Creativity, Variety

TUMBLING/INDIVIDUAL SKILLS

5 POINTS

Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization

CHOREOGRAPHY

25 POINTS

Routine creativity for crowd effectiveness
Effective use of ParaCheer athlete skills throughout the routine
Synchronization, Variety

FLOW OF ROUTINE/TRANSITIONS

10 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL, DANCE

10 POINTS

Overall presentation, showmanship, dance, crowd effect

TOTAL POINTS

(100)_____

ALL GIRL ADVANCED

CHEER CRITERIA

10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS

25 POINTS

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety

PYRAMIDS

25 POINTS

Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES

15 POINTS

Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety

TUMBLING

10 POINTS

Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS

5 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL, DANCE

10 POINTS

Overall presentation, showmanship, dance, crowd effect

TOTAL POINTS

(100)_____

ALL GIRL ELITE

CHEER CRITERIA

10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of

Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS 25 POINTS

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety

PYRAMIDS 25 POINTS

Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES 15 POINTS

Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety

TUMBLING 10 POINTS

Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS 5 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL, DANCE 10 POINTS

Overall presentation, showmanship, dance, crowd effect

TOTAL POINTS (100)_____

ALL GIRL PREMIER

CHEER CRITERIA 10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS 25 POINTS

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety

PYRAMIDS 25 POINTS

Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES 15 POINTS

Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety

TUMBLING 10 POINTS

Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS 5 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL, DANCE 10 POINTS

Overall presentation, showmanship, dance, crowd effect

TOTAL POINTS (100)_____

COED ADVANCED

CHEER CRITERIA 10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS 25 POINTS

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety

PYRAMIDS 25 POINTS

Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES 15 POINTS

Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety

TUMBLING 10 POINTS

Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS 5 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL 10 POINTS

Overall presentation, showmanship, crowd effect

TOTAL POINTS (100)_____

COED ELITE

CHEER CRITERIA 10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS 25 POINTS

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety

PYRAMIDS 25 POINTS

Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES 15 POINTS

Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety

TUMBLING 10 POINTS

Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS 5 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL 10 POINTS

Overall presentation, showmanship, crowd effect

TOTAL POINTS (100)_____

COED PREMIER

CHEER CRITERIA 10 POINTS

Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, flags or megaphones, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)

PARTNER STUNTS 25 POINTS

Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety

PYRAMIDS 25 POINTS

Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity

BASKET TOSSES 15 POINTS

Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety

TUMBLING 10 POINTS

Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization

FLOW OF ROUTINE/TRANSITIONS 5 POINTS

Execution of routine components: flow, pace, timing of skills, transitions

OVERALL PRESENTATION, CROWD APPEAL 10 POINTS

Overall presentation, showmanship, crowd effect

TOTAL POINTS (100)_____

XVI. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the International Cheer Union. As the teams make their presentations, the judges will score the teams using a 100-point system. The highest score and the lowest score given for each team will be dropped and the remaining judges' scores will be totaled to determine the overall team score. In the event of a first place tie, the high and low score will be added back into the total score. If a tie remains, the ranking points from each judge will be used to break the tie.

XVII. SCORES AND RANKINGS

Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available only to coaches or captains at the conclusion of the competition. No scores or rankings will be given over the telephone. After each round of competition, teams will receive the judges' score sheets as well as their score and the top score in the group. In addition, teams will receive a ranking sheet with the names and scores of the teams final placement.

XVIII. FINALITY OF DECISIONS

By participating in this championship, each team agrees that decision by the judges will be final and will not be subject for review. Each team acknowledges the

necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

XIX. SEMI-FINALS AND FINALS

ICU reserves the right to determine if a semi-final or final round will be necessary. All divisions with one round of competition prior to the finals will be classified as a semi-final. A minimum of 50% of the teams in each semi-final round will advance to the finals. In the event of a tie for the final team advancing, both teams that are tied will advance. Tournament officials will have the full authority to make the final determination of the number of teams selected to advance to the next round.

XX. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams winning titles or awards agree to have all appearances, endorsements and publicity approved through the ICU office.

XXI. PENALTIES

A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated above. This deduction does not apply to violations mentioned above that are designated a lesser point value. If you have any questions concerning the legality of a move or trick, please send a video copy of your skills to the ICU Office. This must be submitted by DVD or Email only and clearly labeled with Team name, contact person name, number and email contact. It should be submitted by April 1st. Please send to: ICU, Attn Mike Cooper, 6745 Lenox Center Court, Suite 300, Memphis, TN 38115, USA.

We have reviewed the ICU Rules and Regulations with our entire team and we hereby accept the Rules and Regulations as a fair and integral part of the competition and agree to adhere to the rules, policies and procedures contained herein. Rule clarifications and changes may occur throughout the season.

Team Name

Date

City/State/Country

Coach/Director's Signature

Division

Captain's Signature

2017 ICU World Cheerleading Championships
2017 ICU Junior World Cheerleading Championships
PERFORMANCE CHEER DIVISION RULES & REGULATIONS
Team Cheer Hip Hop, Freestyle Pom & Jazz
Team ParaCheer Unified Hip Hop & Freestyle Pom

I. GENERAL RULES

1. All teams must be supervised during all official functions by a qualified director/advisor/coach.
2. Coaches must require proficiency before skill progression. Coaches must consider the athlete, group and team skill levels with regard to proper performance level placement.
3. All directors, advisors and coaches should have an emergency response plan in the event of an injury.

II. TOURNAMENT

1. The 2017 ICU World Cheerleading Championships will take place on Wednesday 26 April 2017 to Friday 28 April 2017 in Orlando, Florida, USA.
Wednesday 26 April 2017
ICU Junior World Championships & Awards
ICU World Championships Opening Ceremonies
Thursday 27 April 2017
ICU ParaCheer World Championships & Awards
ICU World Championships Semi-Finals
Friday 28 April 2017
ICU World Championships Finals & Awards
ICU World Championships Closing Ceremonies
2. The competition is scheduled to be held at the ESPN Wide World of Sports @ hp Field House.
3. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

- A. RULES & PROCEDURES** — Any questions concerning the rules or procedures of the competition will be handled exclusively by the director / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
- B. PERFORMANCE** — Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the

competition and should be made exclusively by the advisor/coach.

IV. SPORTSMANSHIP

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

V. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
2. The team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

B. FAULT OF TEAM

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

3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

C. INJURY

1. The only persons that may stop a routine for injury are: a) competition officials, b) the advisor / coach from the team performing or c) an injured individual.
2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.
4. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 - c. In the event of a suspected concussion, the participant cannot return to perform without clearance from a physician (MD/DO) that has training related to head injuries, and waiting 24 hours, even with a waiver from a parent or legal guardian.
 - d. In addition to the head injury policy, we encourage you to be familiar with the specific law where the competition is being held.

VI. INTERPRETATIONS AND/OR RULINGS

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

consist of the Competition Director, Head Judge, and a designated competition official.

VII. DISQUALIFICATION

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

VIII. MUSIC

1. For the 2017 ICU World Championships and Junior World Championships, all National Teams will have the choice of following the USA Cheer (www.usacheer.net) or ICU (www.cheerunion.org) Music Copyrights Educational Initiative.
2. I have read and understand the USA Cheer or ICU Music Copyrights Educational Initiative and all sound recordings used in our team’s music shall only be used with the written license from the owner(s) of the sound recordings.
3. Teams must be able to provide proof of licensing during the registration at the Championships.
4. If a team does not have proof of music licensing available, they will be allowed to perform to an optional approved track of music or a track with counts (provided by the ICU) or can count verbally.
5. If a team cannot provide proof of licensing, and do not perform to an optional approved track of music or to counts, the team will be disqualified from the competition.
6. If there are concerns regarding a certain team’s use of music, a Challenge Form must be completed immediately following the team’s performance.
7. A challenge can only be made by the official coach or an official National Federation representative of a team competing at the event at where the challenge is being made.
8. Challenge Process:
 - a. All music challenges must be submitted in writing to the International Cheer Union head official.
 - b. There will be a \$100 USD fee to request a music challenge and must be in the form of USA currency.
 - c. Fees collected will be returned if the challenge is correct.
 - d. If the team challenged can provide documentation during the event or can be verified, the fees will be donated to a local children’s charity, St. Jude Children’s Research Hospital.

- e. If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.
- 9. Each team is required to have a responsible adult remain at the music station that knows the routine and music. This representative is responsible for start the music and stopping the music in case of technical malfunction or injury. Please make sure that all devices are fully charged, volume turned up and placed in airplane mode. If using CDs, please make sure the CD is unscratched so there is no skip while playing.
- 10. Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable if following the music guidelines.

IX. SPECIFIC ROUTINE GUIDELINES

A. CHOREOGRAPHY AND COSTUMING

- 1. Suggestive, offensive, or vulgar choreography, costuming, makeup and/or music are inappropriate for family audiences and therefore lack audience appeal.
- 2. Routine choreography should be appropriate and entertaining for all audience members. Vulgar or suggestive material is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications.
- 3. Teams may not compromise the integrity of the performance surface (Examples: residue from sprays, powders, oils, etc.)
- 4. Use of fire, noxious gases, live animals and other potentially hazardous elements are strictly prohibited.
- 5. Inappropriate choreography, costuming and/or music may also affect the judges' overall impression and/or score of the routine.
- 6. All costuming, makeup and choreography should be age appropriate and acceptable for family audiences.
- 7. All costuming should be secure and offer full coverage of body parts. Costume malfunctions resulting in team members being exposed may be grounds for disqualification.
- 8. Tights should be worn under briefs, hot pants or excessively short shorts.
- 9. Shoes must be worn during the competition. Dance paws are acceptable. Performing barefoot, in socks and/or footed tights, high heels, roller skates, roller

blades or any other footwear that is inappropriate for the sport is prohibited. If in doubt, please consult the ICU Rules Committee for approval.

- 10. Jewelry as a part of the costume is allowed.
- 11. All male performers' costumes must include a shirt that is fastened; however, it can be sleeveless.
- 12. No cheers or chants are allowed.

B. TIME LIMIT/MUSIC/ENTRANCES

- 1. Each **Team** will have a maximum of 2 minutes and 30 seconds (2:30).
- 2. Each **Doubles** will have a maximum of 1 minute and 30 seconds (1:30).
- 3. Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members.
- 4. Timing will begin with the first choreographed movement or note of the music.
- 5. Timing will end with the last choreographed movement or note of the music
- 6. If a performance (Team or Doubles) exceeds the time limit, a penalty will be assessed for each violation. One (1) point deduction for 5-10 second and three (3) point deduction for 11 seconds and over.
- 7. All teams must have a coach/representative to play their music. This person is responsible for bringing the music to the music table and pushing "play" and "stop" for the Team or Doubles performance.
- 8. All music must be on a CD. The ICU recommends that you bring multiple copies in case the sound system(s) has difficulties reading your CD.
- 9. Teams must enter the performance floor as quickly as possible. Choreographed entrances/exits will not be allowed.
- 10. Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable.

C. PROPS

- 1. A prop is defined as anything that is used in the routine choreography that is not/was not originally part of the costume.
Clarification 1: For Freestyle Pom Categories, Poms are considered part of the uniform.
Clarification 2: For ParaCheer Divisions, all mobility equipment, prosthesis, and braces are considered part of the athlete unless they are removed, in which case they are considered legal props, until replaced or returned to the athlete.
- 2. Handheld props and free-standing props in all categories are not allowed. Use of parts of a costume (e.g. costume elements- such as a necklace,

jacket, hat, etc.) is allowed and may be used and discarded. *(Please see #1 for further clarification)*

3. Within the Freestyle Pom Category it is compulsory to use poms throughout the entire routine. If there are male performers in this category they are not required to use poms.
4. No large free “standing props” will be allowed in any category, such as chairs, stools, benches, boxes, stairs, steps, ladders, bars, sheets, etc. Any item that bears the weight of the participant is considered a “standing prop”.

D. TEAM PARTICIPATION

1. There will be 5 separate Categories- Hip Hop, Freestyle Pom, Jazz, ParaCheer Unified Hip Hop, ParaCheer Freestyle Pom.
2. Each category will have a separate title winner.
3. Each country will provide a National Team comprised of individual team members. The National Team may compete in a single category or multiple categories.
4. If the National Team chooses to compete in more than 1 category, it is permissible, but not compulsory for each individual team member to compete as part of the National Team in each category.
5. Each National Team may be comprised of as many individual team members as desired; however, the National Team may only participate in a category with a minimum of 16 performers (Team Freestyle Pom and Team Hip Hop) or 18 performers (Team Jazz) and a maximum of 24 on the floor at one time. It is permissible, but not compulsory, that the same individual team members compete in each category.
6. Each Doubles will be comprised of 2 team members.
7. Participants will be allowed to crossover into the National Team Cheer Divisions at the coaches’ discretion as scheduling conflicts may occur.
8. Each country’s federation will need to provide proof of permanent residency (minimum of six (6) months consecutive permanent residence) for each member of its team.
9. Each athlete must be compliant with the age requirements as follows:
Junior World Championships: 12 to 16 years of age within the year of the competition.
Senior World Championships: 14 years of age or older within the year of the competition. There is no maximum age.
Any team proven to be in violation of the age requirements will be automatically disqualified.
10. Females and males are allowed to participate on the team.

E. COMPETITION AREA

1. The performance floor will be approximately 42 x 42 feet/12.8 x 12.8 meters.
2. The surface will be professional grade material (e.g. Marley floor or a wooden parquet floor)
3. There is no penalty for stepping outside the performance floor area.

F. CATEGORY DEFINITIONS

FREESTYLE POM – Poms are required to be used throughout the routine. Important characteristics of a pom routine include synchronization and visual effects, along with proper pom placement and technique. Motions should be very sharp, clean and precise. Your team should be synchronized and appear as “one.” A routine that is visually effective is extremely important, including level changes, group work, formation changes, etc. Keep in mind that a pom routine carries a more traditional cheerleading theme, while incorporating the concepts of Jazz and Hip Hop. See Score Sheet for more information.

HIP HOP - Incorporates street style influenced movements and rhythms with an emphasis on execution, style, creativity, body isolations and control, rhythm, uniformity and musical interpretation. The uniformity of all movement throughout the performance should complement the beats and rhythm of the music. There is also an additional focus on athletic incorporations such as jumps, freezes, floor work and other skills. Distinctive clothing and accessories reflecting the Hip Hop Culture must be worn. See Score Sheet for more information.

JAZZ - Incorporates and exhibits traditional and stylized movements and combinations with strength, attack and presence, formation changes, group work and technical elements. An emphasis is placed on proper technical execution, extension, control, body placement, style, musical interpretation, continuity of movement and team uniformity. The overall impression of the routine should be up-tempo, lively, energetic and motivating- while allowing for texture of movement to utilize musicality. See Score Sheet for more information.

X. SPECIFIC RULES

A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated below. This deduction does not apply to violations mentioned elsewhere that are designated a lesser point value.

PARACHEER UNIFIED FREESTYLE POM & PARACHEER UNIFIED HIP HOP DIVISIONS
SPECIFIC DIVISION CRITERIA

1. All ICU general rules and guidelines, as well as routine requirements apply.
2. All ParaCheer Unified National Teams must be comprised of a minimum of 25% or more ParaCheer Athletes per team.
Clarification: ParaCheer Athlete qualification is subject to respective ICU general rules and guidelines, as well as National Federation confirmation and/or medical documents, as requested. (Please see XII. PARACHEER QUALIFICATION GUIDELINES for more information)
3. Wheelchair users, when basing lifts and partner skills, must have all wheels in contact with the performance surface during the skill with an added and appropriate anti-tip attachment for safety.
Clarification: An appropriate wheelchair anti-tip attachment must be in contact with the chair and the performance surface as an additional point of contact to the performance surface while all wheels of the wheelchair are also in contact with the performance surface.
4. Wheelchair users, when topping lifts and partner skills in a wheelchair (or similar apparatus), must use a seatbelt.
5. All athletes spotting, catching and/or cradling a skill must have mobility through their lower body (with or without use of mobility equipment) to absorb the impact of the skill, as well as with adequate lateral speed to spot, catch and/or cradle the skill.
6. All athletes spotting, catching and/or cradling a skill must have a minimum of 1 arm extended beyond the elbow to adequately assist with the skill.
7. Release moves and dismounts may be caught by individuals who were not the original base(s) if the main base(s) are not capable of catching and/or cradling the skill.
8. Mobility devices (i.e. wheelchairs, crutches, etc.) may be used to aid the top person to be initiated into lifts and partner skills.
Example: A top person may step upon any portion of a wheelchair, mobile device, and/or upon a base supporting a crutch to initiate a lift or partner skill.
9. All mobility equipment, prosthesis, and braces are considered part of the athlete unless they are

removed, in which they are considered legal props, until replaced on or returned to the athlete.

PARACHEER UNIFIED FREESTYLE POM

A. EXECUTED BY INDIVIDUALS (TUMBLING AND AERIAL SKILLS)

Tumbling as a skill is allowed, but not required in all divisions with the following limitations:

1. Hip over-head rotation- Skills with hand support are not allowed while holding poms in supporting hand(s).
Exception: Forward rolls and backward rolls are allowed.
2. Airborne hip over-head rotation skills without hand support are not allowed
Exception: Front Aerials and Aerial Cartwheels are allowed.
3. Simultaneous tumbling over or under another individual that includes hip over-head rotation by both performers is not allowed.
4. Drops (airborne) to knee, thigh, back, shoulder, seat, front or head are not allowed unless the individual first bears weight on the hands(s) or foot/feet.
5. Landing in a push up position onto the performance surface from an Airborne Skill is not allowed.

B. EXECUTED BY GROUPS OR PAIRS

Lifts and Partnering are allowed, but not required in all divisions with the following limitations:

1. A Supporting Individual does not have to maintain contact with the performance surface provided the height of the skill does not exceed shoulder level.
2. At least one Supporting Individual must maintain contact with the Executing Individual(s) throughout the entire skill above shoulder-level. *Exception: When an Executing Individual is supported by a single Supporting Individual they may be released at any level provided:*
 - a. The Executing Individual does not pass through an inverted position after the release.
 - b. The Executing Individual is either caught or supported to the performance surface by one or more Supporting Individual.
 - c. The Executing Individual is not caught in a prone position.
 - d. Any Supporting Individual must have hands free for the duration of the skill to aid in the support/catch/release as needed.

3. Hip over-head rotation of the Executing Individual(s) is allowed provided:
 - a. A Supporting Individual maintains contact until the Executing Individual returns to the performance surface or is returning to the upright position.
 - ii. Are limited to two consecutive hip over-head rotation skills (*Clarification: both skills must have hand support*)
4. Vertical Inversion is allowed provided:
 - a. The Supporting Individual(s) maintains contact until the Executing Individual returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Individual's shoulders exceeds shoulder level there is at least one additional performer to spot who does not bear the weight of the Executing Individual. (*Clarification: When there are 3 supporting individuals an additional spot is not required*)
 - c. Airborne skills without hand support are allowed provided all of the following:
 - i. Involves no more than one twisting transition.
 - ii. May not connect to another skill that is airborne with hip over-head rotation with or without hand support.
 - d. Hip-over-head rotation skills with hand support must use free hand(s) for the supporting hand(s). (Exception: Forward rolls and backward rolls)

C. DISMOUNTS TO THE PERFORMANCE SURFACE (*Clarification: May be assisted but not required*)

1. An Executing Individual may jump, leap, step or push off a Supporting Individual (s) provided:
 - a. The highest point of the released skill does not elevate the Executing Individual's hips above shoulder level.
 - b. The Executing Individual may not pass through the prone or inverted position after the release.
2. A Supporting Individual (s) may toss an Executing Individual provided:
 - a. The highest point of the toss does not elevate the Executing Individual's hips above shoulder level.
 - b. The Executing Individual is not supine or inverted when released.
 - c. The Executing Individual may not pass through a prone or inverted position after release.

PARACHEER UNIFIED HIP HOP

A. EXECUTED BY INDIVIDUALS (TUMBLING AND AERIAL SKILLS)

Tumbling as a skill is allowed, but not required in all divisions with the following limitations:

1. Inverted Skills:
 - a. Non airborne skills are allowed.
 - b. Airborne skills with hand support that land in a perpendicular inversion or shoulder inversion are allowed.
2. Tumbling skills with hip over-head rotation:
 - a. Non-airborne skills are allowed.
 - b. Airborne skills with hand support:
 - i. Are allowed (Example: Back Handspring)

3. Simultaneous tumbling over or under another individual that includes hip over-head rotation by both performers is not allowed.
4. Only drops (airborne) to the shoulder, back or seat are permitted provided the height of the airborne individual does not exceed hip level. (*Clarification: drops directly to the knee, thigh, front or head are not allowed*)
5. Landing in a push up position may involve any jump.
6. Hip over-head rotation skills with hand support must use free hand(s) for the supporting hand(s). (Exception: forward rolls and backward rolls).

B. EXECUTED BY GROUPS OR PAIRS

Lifts and Partnering are allowed, but not required in all divisions with the following limitations:

1. A Supporting Individual does not have to maintain contact with the performance surface provided the height of the skill does not exceed shoulder level.
2. At least one Supporting Individual must maintain contact with the Executing Individual(s) throughout the entire skill above head-level. *Exception: When an Executing Individual is supported by a single Supporting Individual they may be released at any level provided:*
 - a. The Executing Individual does not pass through an inverted position after the release.
 - b. The Executing Individual is either caught by or supported to the performance surface by one or more Supporting Individual.
 - c. The Executing Individual is not caught in a prone position.
3. Hip over-head rotation of the Executing Individual(s) is allowed provided:
 - a. A Supporting Individual maintains contact until the Executing Individual returns to the performance surface or is returning to the upright position.

4. Vertical Inversion is allowed provided:
 - a. The Supporting Individual(s) maintains contact until the Executing Individual returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Individual's shoulders exceeds shoulder level there is at least one additional performer to spot who does not bear the weight of the Executing Individual. (*Clarification: When there are 3 supporting individuals an additional spot is not required*)

C. DISMOUNTS TO THE PERFORMANCE SURFACE (*Clarification: May be assisted but not required*)

1. An Executing Individual may jump, leap, step or push off a Supporting Individual (s) provided:
 - a. At least one part of the Executing Individual's body is at or below head-level at the highest point of the released skill.
 - b. The Executing Individual may not pass through the prone or inverted position after the release.
2. A Supporting Individual (s) may toss an Executing Individual provided:
 - a. At least one part of the Executing Individual's body is at or below head-level at the highest point of the release skill.
 - b. The Executing Individual may be supine or inverted when released but must land on their foot/feet.
 - c. The Executing Individual may not pass through a prone or inverted position after release.

FREESTYLE POM

A. EXECUTED BY INDIVIDUALS (TUMBLING AND AERIAL SKILLS)

Tumbling as a skill is allowed, but not required in all divisions with the following limitations:

1. Hip over-head rotation- Skills with hand support are not allowed while holding poms in supporting hand(s).
Exception: Forward rolls and backward rolls are allowed.
2. Airborne hip over-head rotation skills without hand support are not allowed
Exception: Front Aerials and Aerial Cartwheels are allowed.
3. Simultaneous tumbling over or under another individual that includes hip over-head rotation by both performers is not allowed.

4. Drops (airborne) to knee, thigh, back, shoulder, seat, front or head are not allowed unless the individual first bears weight on the hands(s) or foot/feet.
5. Landing in a push up position onto the performance surface from an Airborne Skill is not allowed.

B. EXECUTED BY GROUPS OR PAIRS

Lifts and Partnering are allowed, but not required in all divisions with the following limitations:

1. A Supporting Individual does not have to maintain contact with the performance surface provided the height of the skill does not exceed shoulder level.
2. At least one Supporting Individual must maintain contact with the Executing Individual(s) throughout the entire skill above shoulder-level. *Exception: When an Executing Individual is supported by a single Supporting Individual they may be released at any level provided:*
 - a. The Executing Individual does not pass through an inverted position after the release.
 - b. The Executing Individual is either caught or supported to the performance surface by one or more Supporting Individual.
 - c. The Executing Individual is not caught in a prone position.
 - d. Any Supporting Individual must have hands free for the duration of the skill to aid in the support/catch/release as needed.
3. Hip over head rotation of the Executing Individual(s) is allowed provided:
 - a. A Supporting Individual maintains contact until the Executing Individual returns to the performance surface or is returning to the upright position.

4. Vertical Inversion is allowed provided:
 - a. The Supporting Individual(s) maintains contact until the Executing Individual returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Individual's shoulders exceeds shoulder level there is at least one additional performer to spot who does not bear the weight of the Executing Individual. (*Clarification: When there are 3 supporting individuals an additional spot is not required*)

C. DISMOUNTS TO THE PERFORMANCE SURFACE

(*Clarification: May be assisted but not required*)

1. An Executing Individual may jump, leap, step or push off a Supporting Individual (s) provided:

- a. The highest point of the released skill does not elevate the Executing Individual's hips above shoulder level.
 - b. The Executing Individual may not pass through the prone or inverted position after the release.
2. A Supporting Individual (s) may toss an Executing Individual provided:
 - a. The highest point of the toss does not elevate the Executing Individual's hips above shoulder level.
 - b. The Executing Individual is not supine or inverted when released.
 - c. The Executing Individual may not pass through a prone or inverted position after release.

HIP HOP

A. EXECUTED BY INDIVIDUALS (TUMBLING AND AERIAL SKILLS)

Tumbling as a skill is allowed, but not required in all divisions with the following limitations:

1. Inverted Skills:
 - a. Non airborne skills are allowed.
 - b. Airborne skills with hand support that land in a perpendicular inversion or shoulder inversion are allowed.
2. Tumbling skills with hip over-head rotation:
 - a. Non-airborne skills are allowed.
 - b. Airborne skills with hand support:
 - i. Are allowed (Example: Back Handspring)
 - ii. Are limited to two consecutive hip over-head rotation skills (*Clarification: both skills must have hand support*)
 - c. Airborne skills without hand support are allowed provided all of the following:
 - i. Involves no more than one twisting transition.
 - ii. May not connect to another skill that is airborne with hip over-head rotation with or without hand support.
 - d. Hip-over-head rotation skills with hand support must use free hand(s) for the supporting hand(s). (Exception: Forward rolls and backward rolls)
3. Simultaneous tumbling over or under another individual that includes hip over-head rotation by both performers is not allowed.
4. Only drops (airborne) to the shoulder, back or seat are permitted provided the height of the airborne individual does not exceed hip level. (*Clarification: drops directly to the knee, thigh, front or head are not allowed*)
5. Landing in a push up position may involve any jump.

6. Hip over-head rotation skills with hand support must use free hand(s) for the supporting hand(s). (Exception: forward rolls and backward rolls).

B. EXECUTED BY GROUPS OR PAIRS

Lifts and Partnering are allowed, but not required in all divisions with the following limitations:

1. A Supporting Individual does not have to maintain contact with the performance surface provided the height of the skill does not exceed shoulder level.
 2. At least one Supporting Individual must maintain contact with the Executing Individual(s) throughout the entire skill above head-level. *Exception: When an Executing Individual is supported by a single Supporting Individual they may be released at any level provided:*
 - a. The Executing Individual does not pass through an inverted position after the release.
 - b. The Executing Individual is either caught by or supported to the performance surface by one or more Supporting Individual.
 - c. The Executing Individual is not caught in a prone position.
 3. Hip over-head rotation of the Executing Individual(s) is allowed provided:
 - a. A Supporting Individual maintains contact until the Executing Individual returns to the performance surface or is returning to the upright position.
 4. Vertical Inversion is allowed provided:
 - a. The Supporting Individual(s) maintains contact until the Executing Individual returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Individual's shoulders exceeds shoulder level there is at least one additional performer to spot who does not bear the weight of the Executing Individual. (*Clarification: When there are 3 supporting individuals an additional spot is not required*)
- ### **C. DISMOUNTS TO THE PERFORMANCE SURFACE (*Clarification: May be assisted but not required*)**
1. An Executing Individual may jump, leap, step or push off a Supporting Individual (s) provided:
 - a. At least one part of the Executing Individual's body is at or below head-level at the highest point of the released skill.
 - b. The Executing Individual may not pass through the prone or inverted position after the release.
 2. A Supporting Individual (s) may toss an Executing

Individual provided:

- a. At least one part of the Executing Individual's body is at or below head-level at the highest point of the release skill.
- b. The Executing Individual may be supine or inverted when released but must land on their foot/feet.
- c. The Executing Individual may not pass through a prone or inverted position after release.

JAZZ

A. EXECUTED BY INDIVIDUALS (TUMBLING AND AERIAL SKILLS)

Tumbling as a skill is allowed, but not required in all divisions with the following limitations:

1. Hip over-head rotation- Hip over-head rotation skills with hand support must use free hand(s) for the supporting hand(s). (Exception: forward rolls and backward rolls).
2. Airborne hip over-head rotation skills without hand support are not allowed
Exception: Front Aerials and Aerial Cartwheels are allowed.
3. Simultaneous tumbling over or under another individual that includes hip over-head rotation by both performers is not allowed.
4. Drops (airborne) to knee, thigh, back, shoulder, seat, front or head are not allowed unless the individual first bears weight on the hands(s) or foot/feet.
5. Landing in a push up position may involve any jump.

B. EXECUTED BY GROUPS OR PAIRS

Lifts and Partnering are allowed, but not required in all divisions with the following limitations:

1. A Supporting Individual does not have to maintain contact with the performance surface provided the height of the skill does not exceed shoulder level.
2. At least one Supporting Individual must maintain contact with the Executing Individual(s) throughout the entire skill above shoulder-level. *Exception: When an Executing Individual is supported by a single Supporting Individual they may be released at any level provided:*
 - a. The Executing Individual does not pass through an inverted position after the release.
 - b. The Executing Individual is either caught or supported to the performance surface by one or more Supporting Individual.

- c. The Executing Individual is not caught in a prone position.
3. Hip over head rotation of the Executing Individual(s) is allowed provided:
 - a. A Supporting Individual maintains contact until the Executing Individual returns to the performance surface or is returning to the upright position.
 4. Vertical Inversion is allowed provided:
 - a. The Supporting Individual(s) maintains contact until the Executing Individual returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Individual's shoulders exceeds shoulder level there is at least one additional performer to spot who does not bear the weight of the Executing Individual. *(Clarification: When there are 3 supporting individuals an additional spot is not required)*

C. DISMOUNTS TO THE PERFORMANCE

SURFACE (Clarification: May be assisted but not required)

1. An Executing Individual may jump, leap, step or push off a Supporting Individual (s) provided:
 - a. At least one part of the Executing Individual's body is at or below head-level at the highest point of the released skill.
 - b. The Executing Individual may not pass through the prone or inverted position after the release.
2. A Supporting Individual (s) may toss an Executing Individual provided: *(Clarification: the Executing Individual may be assisted to the performance surface but not required)*
 - a. At least one part of the Executing Individual's body is at or below head-level at the highest point of the release skill.
 - b. The Executing Individual may be supine or inverted when released but must land on their foot/feet.
 - c. The Executing Individual may not pass through a prone or inverted position after release.

XI. GLOSSARY OF TERMS

1. **Aerial Cartwheel**: An airborne tumbling skill, which emulates a cartwheel executed without placing hands on the ground.
2. **Airborne (executed by Individuals, Groups or Pairs)**: A state or skill in which the performer is free of contact from a person and/or the performing surface.
3. **Airborne Hip Over Head Rotation (executed by Individuals)**: An action in which the hips continuously rotate over the head and there is a

- moment of no contact with the performance surface. (Example: Round off or a Back Handspring).
4. **Category:** Denoting the style of the routine. (Example: Pom, Hip Hop, Jazz)
 5. **Connected/Consecutive Skills:** An action in which the individual performs skills continuously, without a step, pause or break in between. (Example: Double Pirouette or Double Toe Touch.)
 6. **Contact (executed by Groups or Pairs):** The state or condition of physical touching. Touching of the hair or clothing is not considered contact.
 7. **Division:** Denoting the composition of a competing group of individuals. (Example: Junior, Senior)
 8. **Drop:** An action in which the airborne individual lands on a body part other than his/her hand(s) or feet.
 9. **Elevated:** An action in which an individual is moved to a higher position or place from a lower one.
 10. **Executing Individual:** An individual who performs a skill as a part of "Groups or Pairs" who use(s) support from another individual(s).
 11. **Head Level:** A designated and averaged height; the crown of the head of a standing individual while standing upright with straight legs. (Clarification: this is an approximate height to measure space, and is not changed by bending, inverting, etc.)
 12. **Height of the Skill:** Where the action is taking place.
 13. **Hip Level:** A designated and averaged height; the height of a standing individual's hips while standing upright with straight legs. (Clarification: this is an approximate height to measure space, and is not changed by bending, inverting, etc.)
 14. **Hip Over Head Rotation (executed by Individuals):** An action characterized by continuous movement where an individual's hips rotate over his/her own head in a tumbling skill (Example: Back Walkover or Cartwheel).
 15. **Hip Over Head Rotation (executed by Groups or Pairs):** An action characterized by continuous movement where the Executing Individual's hips rotate over his/her own head in a lift or partnering skill.
 16. **Inversion/Inverted:** A position in which the Individual's waist and hips and feet are higher than his/her head and shoulders.
 17. **Inverted Skills (executed by Individuals):** A skill in which the individual's waist and hips and feet are higher than his/her head and shoulders and is characterized by a stop, stall, or pause.
 18. **Lift (executed by Groups or Pairs):** A skill in which an individual(s) is elevated from the performance surface by one or more individuals and set down. A Lift is comprised of an Executing Individual(s) and a Supporting Individual(s).
 19. **Partnering (executed by pairs):** A skill in which two performers use support from one another. Partnering can involve both Supporting and Executing skills.
 20. **Perpendicular Inversion (executed by Individuals):** An inverted position in which the individual's head, neck and shoulders are directly aligned with the performance surface at a 90-degree angle.
 21. **Prone:** A position in which the front of the individual's body is facing the ground, and the back of the individual's body is facing up
 22. **Prop:** Anything that is used in the routine choreography that is not/was not originally part of the costume.
Clarification 1: For Freestyle Pom Categories, Poms are considered part of the uniform.
Clarification 2: For ParaCheer Divisions, all mobility equipment, prosthesis, and braces are considered part of the athlete unless they are removed, in which case they are considered legal props, until replaced or returned to the athlete.
 23. **Shoulder Inversion (executed by individuals):** A position in which the individual's shoulders / upper back area are in contact with the performance surface and the individual's waist and hips and feet are higher than his/her head and shoulders.
 24. **Shoulder Level:** A designated and average height; the height of a standing performer's shoulders while standing upright with straight legs. (Clarification: this is an approximate height to measure space, and is not changed by bending, inverting, etc.)
 25. **Supine:** A position in which the back of the individual's body is facing the ground, and the front of the individual's body is facing up.
 26. **Supporting Individual:** An individual who performs a skill as a part of "Groups or Pairs" who supports or maintains contact with an Executing Individual.
 27. **Toss:** A skill where the Supporting Individual(s) releases the Executing Individual. The Executing Individual's feet are free from the performance surface when the toss is initiated.
 28. **Tumbling:** A collection of skills that emphasize acrobatic or gymnastic ability by an individual without contact, assistance or support of another individual(s) and begin and end on the performance surface.
 29. **Vertical Inversion (executed by Groups or Pairs):** A skill in which the Executing Individual's waist and hips and feet are higher than his/her own

head and shoulders and bears direct weight on the Supporting Individual(s) by a stop, stall or change in momentum.

XII. PARACHEER QUALIFICATION GUIDELINES

For the purpose to assist and encourage ICU's National Federations to develop ParaCheer opportunities for disabled and nondisabled athletes (e.g. "ParaCheer Unified" divisions) within our Sport, enclosed (as a guideline only) please find a the IPC's brief description of the 10 eligible* impairment types (below) also shown on the IPC website <https://www.paralympic.org/classification>; found under section 2 chapter 3.13 of the IPC Handbook.

**Note 1: Due to the newness of the ICU ParaCheer development programme at the grass-roots level, the ICU encourages its National Federations to use the IPC's excellent brief description of eligible impairment types simply as a guideline – and to encourage participation of all disabled athletes who may or may not meet the impairments listed below. As ICU's ParaCheer development programme continues to develop, stricter adherence to these policies will be distinctly addressed for specific future competitions.*

**Note 2: Based on the uniqueness of Performance Cheer competition, the ICU additionally includes Hearing Impairment (#11) as a guideline only and also for possible future development of programmes compliant with the ICDS. The ICU again encourages National Federations to be inclusive of athletes of all disabilities, who may or may not meet the impairments listed below, for ParaCheer development purposes.*

IPC's brief description of the 10 eligible* impairment types (as a guideline for the ICU ParaCheer programme):

Impairment: Explanation

- 1. Impaired muscle power:** Reduced force generated by muscles or muscle groups, such as muscles of one limb or the lower half of the body, as caused, for example, by spinal cord injuries, spina bifida or polio.
- 2. Impaired passive range of movement:** Range of movement in one or more joints is reduced permanently, for example due to arthrogyriposis. Hypermobility of joints, joint instability, and acute conditions, such as arthritis, are not considered eligible impairments.
- 3. Limb deficiency:** Total or partial absence of bones or joints as a consequence of trauma (e.g. car accident), illness (e.g. bone cancer) or congenital limb deficiency (e.g. dysmelia).
- 4. Leg length difference:** Bone shortening in one leg due to congenital deficiency or trauma.

5. Short stature: Reduced standing height due to abnormal dimensions of bones of upper and lower limbs or trunk, for example due to achondroplasia or growth hormone dysfunction.

6. Hypertonia: Abnormal increase in muscle tension and a reduced ability of a muscle to stretch, due to a neurological condition, such as cerebral palsy, brain injury or multiple sclerosis.

7. Ataxia: Lack of co-ordination of muscle movements due to a neurological condition, such as cerebral palsy, brain injury or multiple sclerosis.

8. Athetosis: Generally characterised by unbalanced, involuntary movements and a difficulty in maintaining a symmetrical posture, due to a neurological condition, such as cerebral palsy, brain injury or multiple sclerosis.

9. Visual impairment: Vision is impacted by either an impairment of the eye structure, optical nerves or optical pathways, or the visual cortex.

10. Intellectual Impairment: A limitation in intellectual functioning and adaptive behaviour as expressed in conceptual, social and practical adaptive skills, which originates before the age of 18.

11.** **Hearing Impairment:** Hearing is impacted by either an impairment of the ear structure, illness, or other factors leading to a hearing loss of at least 55 decibels in an athlete's "better ear" - that is not corrected with the use of hearing aids, cochlear implants and/or similar devices.

XIII. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the International Cheer Union. As teams make their presentations, the judges will score the teams according to the judging criteria on a 100 point system. The highest score and lowest score given for each team will be dropped and the remaining judges' scores will be totaled to determine the overall team score. In the event of a first place tie, the high and low score will be added back into the total score. If a tie remains, the ranking points from each judge will be used to break the tie.

XIV. SCORES AND RANKINGS

Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available **only** to coaches or captains at the conclusion of the competition. No scores or rankings will be given over the telephone. After each round of competition, teams will receive the judges' score sheets as well as their score and the top score in the group. In addition, teams

will receive a ranking sheet with the names and scores of the teams' final placement.

PARACHEER UNIFIED FREESTYLE POM SCORE SHEET

TECHNIQUE

EXECUTION OF POM MOTION TECHNIQUE 10 _____
Demonstrate clean arm lines, levels, placement, movement is sharp, strong and precise

EXECUTION OF TECHNIQUE 10 _____
Demonstrate a clear intention to perform correct placement & levels of arms/torso/hips/legs/feet, body control, extension, balance, style in movement

EXECUTION OF TECHNICAL SKILLS 10 _____
Proper execution or well executed adaption of leaps, turns, jumps, partner work, etc.

GROUP EXECUTION

SYNCHONRIZATION / TIMING WITH MUSIC 10 _____
Moving together as one with the music

UNIFORMITY OF MOVEMENT 10 _____
Movements are the same or demonstrating unison clearly designed to compliment, clear, clean and precise

SPACING 10 _____
Equal/correct spacing between individuals on the performance surface during the routine and transitions

CHOREOGRAPHY

MUSICALITY / CREATIVITY / ORIGINALITY 10 _____
Use of the music accents, style, creative, original movement

ROUTINE STAGING / VISUAL EFFECTS 10 _____
Formations and transitions, visual impact of group work. levels, opposition, poms, etc.

DEGREE OF DIFFICULTY 10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.

OVERALL EFFECT

COMMUNICATION / PROJECTION / AUDIENCE APPEAL & APPROPRIATENESS 10 _____
Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance
TOTAL POINTS _____

PARACHEER UNIFIED HIP HOP SCORE SHEET

TECHNIQUE

STRENGTH OF MOVEMENT 10 _____
Strength and presence in movement

EXECUTION OF HIP HOP STYLE(S)- PLACEMENT & CONTROL 10 _____
Demonstrate a clear intention to perform correct placement & levels of arms/torso/hips/legs/feet, body control in the execution of hip hop, popping, locking, waving, lyrical, etc.

EXECUTION OF SKILLS / ATHLETIC INCORPORATION 10 _____
Proper execution or well executed adaption of floor work, lifts, tricks, jumps, etc.

GROUP EXECUTION

SYNCHONRIZATION / TIMING WITH MUSIC 10 _____
Moving together as one with the music

UNIFORMITY / CLARITY OF MOVEMENT 10 _____
Movements are the same or demonstrating unison clearly designed to compliment, clear, clean and precise

SPACING 10 _____

Equal/correct spacing between individuals on the performance surface during the routine and transitions

CHOREOGRAPHY

MUSICALITY / CREATIVITY / ORIGINALITY 10 _____
Use of the music accents, style, creative, original movement

ROUTINE STAGING / VISUAL EFFECTS 10 _____
Formations and transitions, visual impact of group work. levels, opposition, etc.

DEGREE OF DIFFICULTY 10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.

OVERALL EFFECT

COMMUNICATION / PROJECTION / AUDIENCE APPEAL & APPROPRIATENESS 10 _____
Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance
TOTAL POINTS _____

FREESTYLE POM SCORE SHEET

TECHNIQUE

EXECUTION OF POM MOTION TECHNIQUE 10 _____
Clean arm lines, levels, placement, movement is sharp, strong and precise

EXECUTION OF DANCE TECHNIQUE 10 _____
Correct placement & levels of arms/torso/hips/legs/feet, body control, extension

EXECUTION OF TECHNICAL SKILLS 10 _____
Proper execution of leaps, turns, jumps, partner work, etc.

GROUP EXECUTION

SYNCHONRIZATION / TIMING WITH MUSIC 10 _____
Moving together as one with the music

UNIFORMITY OF MOVEMENT 10 _____
Movements are the same on each person, clear, clean and precise

SPACING 10 _____
Equal/correct spacing between individuals on the performance surface during the routine and transitions

CHOREOGRAPHY

MUSICALITY / CREATIVITY / ORIGINALITY 10 _____
Use of the music accents, style, creative, original movement

ROUTINE STAGING / VISUAL EFFECTS 10 _____
Formations and transitions, visual impact of group work. levels, opposition, poms, etc.

DEGREE OF DIFFICULTY 10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.

OVERALL EFFECT

COMMUNICATION / PROJECTION / AUDIENCE APPEAL & APPROPRIATENESS 10 _____
Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance
TOTAL POINTS _____

HIP HOP SCORE SHEET

TECHNIQUE

STRENGTH OF MOVEMENT 10 _____
Strength and presence in movement

EXECUTION OF HIP HOP STYLE(S)-PLACEMENT & CONTROL 10 _____
Correct Placement & Levels of arms/torso/hips/legs/hands/feet and body control in the execution of style of hip hop; tutting, popping, locking, waving, lyrical, etc.

EXECUTION OF SKILLS / ATHLETIC INCORPORATION 10 _____
Execution of floor work. Freezes, partner work, lifts, tricks, jumps, etc.

GROUP EXECUTION	
SYNCHONIZATION / TIMING WITH MUSIC	10 _____
Moving together as one with the music	
UNIFORMITY / CLARITY OF MOVEMENT	10 _____
Movements are the same on each person, clear, clean and precise	
SPACING	10 _____
Equal/correct spacing between individuals on the performance surface during the routine and transitions	
CHOREOGRAPHY	
MUSICALITY / CREATIVITY / ORIGINALITY	10 _____
Use of the music accents, style, creative, original movement	
ROUTINE STAGING / VISUAL EFFECTS	10 _____
Formations and transitions, visual impact of group work. levels, opposition, etc.	
DEGREE OF DIFFICULTY	10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.	
OVERALL EFFECT	
COMMUNICATION / PROJECTION / AUDIENCE	10 _____
APPEAL & APPROPRIATENESS	
Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance	
TOTAL POINTS	_____

JAZZ SCORE SHEET

TECHNIQUE	
EXECUTION OF TECHNICAL SKILLS	10 _____
Proper execution of leaps, turns, jumps, lifts, partner work, etc.	
PLACEMENT / CONTROL / EXTENSION	10 _____
Correct placement & levels of arms/torso/hips/legs/feet, body control, extension, balance	
STYLE / STRENGTH OF MOVEMENT	10 _____
Style, strength, and presence in movement	
GROUP EXECUTION	
SYNCHONIZATION / TIMING WITH MUSIC	10 _____
Moving together as one with the music	
UNIFORMITY OF MOVEMENT	10 _____
Movements are the same on each person, clear, clean and precise	
SPACING	10 _____
Equal/correct spacing between individuals on the performance surface during the routine and transitions	
CHOREOGRAPHY	
MUSICALITY / CREATIVITY / ORIGINALITY	10 _____
Use of the music accents, style, creative, original movement	
ROUTINE STAGING / VISUAL EFFECTS	10 _____
Formations and transitions, visual impact of group work. levels, opposition, etc.	
DEGREE OF DIFFICULTY	10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.	
OVERALL EFFECT	
COMMUNICATION / PROJECTION / AUDIENCE	10 _____
APPEAL & APPROPRIATENESS	
Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance	
TOTAL POINTS	_____

DOUBLES SCORE SHEET

TECHNIQUE	
EXECUTION OF SKILLS/STYLE (POM-HIP HOP)	10 _____
Execution of movements and skills in the style of the category	

PLACEMENT / CONTROL	10 _____
Exhibits control, proper levels and placement (in pom motions), arm movements, "Turnout" and proper hip/leg/foot placement in Kicks, Leaps, Turns, etc. control of torso and body parts throughout movements and skills	
STRENGTH OF MOVEMENT	10 _____
Intensity, strength and presence in movements	
EXTENSION / FLEXIBILITY	10 _____
Exhibits full extension (in arms, legs, feet, etc.) and when applicable stretch and flexibility in movement	
CHOREOGRAPHY	
MUSICALITY	10 _____
Use of music accents, rhythms, lyrics and style	
DIFFICULTY	10 _____
Level of difficulty of skills, movement, weight changes, tempo, etc.	
CREATIVITY / STYLE	10 _____
Exhibiting creative and original movement in accordance with the style of the category	
ROUTINE STAGING	10 _____
Utilization of floor space, transitions, partner & group work, interaction of the pair while allowing for a seamless flow of routine	
EXECUTION	
SYNCHONIZATION	10 _____
Uniformity in all movement, moving together and with the music	
OVERALL EFFECT	
COMMUNICATION / PROJECTION / AUDIENCE	10 _____
APPEAL & APPROPRIATENESS	
Ability to exhibit a dynamic routine with showmanship, audience appeal; Age appropriate music, costume and choreography that enhances the performance	
TOTAL POINTS	_____

XV. FINALITY OF DECISIONS

By participating in this championship, each team agrees that decisions by the judges will be final and will not be subject for review. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

XVI. SEMI-FINALS AND FINALS

ICU reserves the right to determine if a semi-final or final round will be necessary. All divisions with one round of competition prior to the finals will be classified as a semi-final. A minimum of 50% of the teams in each semi-final round will advance to the finals. In the event of a tie for the final team advancing, both teams that are tied will advance. Tournament officials will have the full authority to make the final determination of the number of teams selected to advance to the next round.

XVII. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams winning titles or awards agree to have all appearances, endorsements and publicity approved through the ICU office.

XVIII. PENALTIES

A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated above. This deduction does not apply to violations

mentioned above that are designated a lesser point value. If you have any questions concerning the legality of a move or trick, please contact the ICU Office.

**ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE ICU PERFORMANCE CHEER
COMPETITION AND ROUTINES RULES AND GUIDELINES AND AGREE TO ABIDE BY
THESE RULES**

Team Name

Date

City/State/Country

Coach/Director's Signature

Division

Captain's Signature

Retain a copy of these rules for your files