



School Rules 2009/2010

Novice Division

(Follows 2009-10 IASF Level 2 with Modifications)

Novice General Tumbling

- A. All tumbling must originate from and land on the performing surface. (Exception: Tumbler may [without hip-over-head rotation] rebound from his/her feet into a stunt transition. Rebounding to a prone position in a stunt is allowed.)
- B. Tumbling over, under, or through a stunt, individual is not allowed.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Assisted or connected tumbling is not allowed.
- E. Dive rolls are not allowed.

Novice Standing/Running Tumbling

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

Novice Stunts

- A. A spotter is required for all extended stunts.
- B. Sing leg stunts may not be held at or pass through an extended position.
Clarifications:
 - 1. *If it is obvious to the safety judge that the intent of the stunt group is to gain a competitive advantage by passing through an extended position, than it is a violation of this rule. Taking the top person above the head of the bases would be illegal.*
 - 2. *If the primary bases squat, go to their knees or drop the overall height of the stunt while extending their arms, this skill would be considered extended and therefore illegal, regardless of the back spot's positioning.*
- C. Twisting mounts and transitions are allowed up to a total of $\frac{1}{2}$ twist between the bases and the top person combined. Clarification: A half twist performed with and additional half turn by the bases would be illegal if performed simultaneously.



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- D. During transitions, at least one base must remain in contact with the top person.
- E. Free flipping or assisted flipping stunts and transitions are not allowed.
- F. No stunt, pyramid, or individual may move over or under another **separate** stunts, pyramid or individual (eg. Shoulder sits walking under a prep.)
- G. Pendulum and pendulum style transitional stunts, where the top person falls away from the original bases, must use at least three stationary catchers, at least two of which are not original bases. Physical contact must be maintained with all of the original base(s).
- H. Single based split catches are not allowed.
- I. Single based double awesomes/cupies require a separate spotter for each top person.
- J. A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position. Clarification:
 - 1. *Log/barrel roll may not include any skill other than the twist (eg. No kick full twists)*
 - 2. *The log roll may not be assisted by another top person.*

Novice Stunts – Release Moves

- A. No release moves allowed other than those allowed at Level 2 in “Dismounts” and “Tosses”.
- B. Release moves may not land in a prone position.
- C. Release moves must return to original bases.
- D. Helicopters are not allowed.
- E. A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position. *Clarification:*
 - 1. *Log/Barrel roll may not include any skill other than the twist (eg. No kick full twists)*
 - 2. *The log roll may not be assisted by another top person.*
- F. Release moves may not intentionally travel.
- G. Release moves may not pass over, under or through other stunts, pyramids or individuals.



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Novice Stunts – Inversions

- A. All inversions must maintain contact with the performance surface.
Exception: Transitions from ground level inversions to non-inverted positions are allowed. *Clarifications:*
Legal: Going from a handstand on the ground to a non-inverted stunt such as a shoulder sit.
Illegal: Going from a cradle to a handstand or from a prone position to a forward roll.
- B. 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.)
- C. Extended single leg stunts
1. *Must be braced by at least one person at prep level or below with hand/arm connection.*
 2. *The connection must be made prior to executing single leg stunts and must be made at or below prep level.*
 3. *Prep level top persons (bracers) must have both feet in bases' hands. (Exception: Prep level top persons do not have to have both feet in bases hands if they are in a shoulder sit, double base thigh stand, flat back, straddle lift or shoulder stand)*

Novice Dismounts

- A. Cradles from single based stunts must have a separate spotter with at least one hand/arm supporting the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a separate spotter with at least one hand/arm supporting the head and shoulder area through the cradle.
- C. Dismounts to the performing surface from stunts and pyramids from prep level and above must be assisted by an original base.
- D. Only straight pop downs, basic straight cradles and $\frac{1}{4}$ turns are allowed.
- E. Twisting dismounts exceeding $\frac{1}{4}$ turn are not allowed. All other positions (eg. Toe touch, pike, tuck, etc. are not allowed.)
- F. Cradles from extended single leg stunts and pyramids are allowed.
- G. No free flipping or assisting flipping dismounts allowed.
- H. Tension drops/rolls of any kind are not allowed.



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- I. When cradling single based double awesomes/cupies, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.

Novice Tosses

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed from ground level and must land in a cradle position. Top person must be caught in a cradle position by at least three original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss. (eg. No intentional traveling tosses.)
- C. Flipping, inverted or traveling tosses are not allowed.
- D. No stunt, pyramid, individual, or prop ma move over or under a toss, and a toss may not be thrown over, under or through stunts, pyramids, individuals, or props.
- E. The only body positions allowed are straight rides.
- F. During ht straight body ride, the top person may use different arm variations such as, but not limited to, a salute or blowing a kiss but must keep the legs and body in the straight ride position.



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Intermediate Division

(Follows 2009-10 IASF Level 3)

Intermediate General Tumbling

- A. All tumbling must originate from and land on the performing surface. (Exception: Tumbler may [without hip-over-head rotation] rebound from his/her feet into a stunt transition. Rebounding to a prone position in a stunt is allowed.)
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Assisted, or connected tumbling is not allowed. *Clarification:*
 - 1. *Double cartwheels and double forward rolls are allowed because they will be interpreted as stunts and not as assisted tumbling.*
- E. Dive rolls **are allowed**. *Clarification:*
 - 1. *Dive rolls performed in a swan/arched position are not allowed.*
 - 2. *Dive rolls that involve twisting are not allowed.*

Intermediate Standing Tumbling

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

Intermediate Running Tumbling

- A. Flips
 - 1. *Flips may ONLY be performed in tuck position only from a round off or round off back handspring(s). (Exception: aerial cartwheels, running tuck fronts, and 3/4 front flips are allowed). The following tumbling skills are examples of skills not allowed: X-outs, layouts, layout step outs, whips, pikes, aerial walkovers, and arabians.*
 - 2. *Other skills with hand support prior to the round off or round off back handspring are allowed. (Eg. Front handsprings and front walkover through to round off back handspring back tucks.)*
 - 3. *Cartwheel tucked flips are not allowed.*



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- B. No tumbling is allowed after a flip or an aerial cartwheel. (Exception: a forward or backward roll is allowed after a tuck flip; however, no tumbling is allowed after the roll.) *Clarification:*
 - 1. *If any tumbling follows a forward or backward roll, at least one step into the pass must be included to separate the two passes.*
- C. No twisting while airborne. (Exception: round offs)

Intermediate Stunts

- A. A spotter is required for all extended stunts.
- B. Single leg extended stunts are allowed
- C. Twisting mounts and transitions:
 - 1. Twisting mounts and transitions are allowed up to one twist by the top person.
 - 2. Full twisting transitions may land or originate from prep level or below only. (eg: full up to an extended stunt would not be allowed.)
 - 3. Twisting transitions to and from an extended position may not exceed a 1/2 twisting rotation.
- D. During transitions, at least one base must remain in contact with the top person.
- E. Free flipping stunts and transitions are not allowed.
- F. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual (e.g. shoulder sits walking under prep).
- G. Prep level or above pendulum and pendulum style transitional stunts where the top person falls away from the bases requires three stationary catchers, at least two of which are not original bases. During the pendulum and pendulum style transitional stunts at least one base must remain in contact with the top person.
- H. Single based split catches are not allowed.
- I. Single based double awesomes/cupies require a separate spotter for each top person.

Intermediate Stunts – Release Moves

- A. No release moves allowed other than those allowed at Level 3 in "Dismounts" and "Tosses." Exception: Single based, coed style toss stunts to prep level are allowed.



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- B. Release moves may not land in a prone position.
- C. Release moves must return to original bases.
- D. Helicopters are not allowed.
- E. A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position. *Clarification:*
 - 1. *Log/Barrel roll must return to original bases and may not include any skill other than the twist (eg: no kick full twists).*
- F. Release moves may not intentionally travel.
- G. Release moves may not pass over, under or through other stunts, pyramids or individuals.

Intermediate Stunts – Inversions

- A. No inverted stunts above shoulder level. The connection and support of the top person with the base(s) must be at shoulder level or below. (Exception: Multi base suspended forward roll dismount to a cradle or the performing surface is allowed. Multi base suspended forward rolls must be supported by two hands. Both hands of the top person must be connected to a separate hand of the base(s). See Glossary for Multi Base Suspended Forward Roll)
- B. Downward inversions are only allowed below prep level and must be assisted by at least two bases positioned at the head and shoulder area. Top person must maintain contact with an original base. *Clarification: The stunt may not pass through prep level and then become inverted below prep level (the momentum of the top person coming down is the primary safety concern).**Clarification:*
 - 1. *Catchers must physically catch the top person at the head and shoulder area.*
- C. Bases may not support any weight of a top person while that base is in a backbend or inverted position. *Clarification:*
 - 2. *A person standing on the ground is NOT considered a top person.*

Intermediate Pyramids

- A. Pyramids must follow Level 3 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base.



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- C. Extended single leg stunts may not brace or be braced by any other extended stunts.
- D. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual (eg: shoulder sits walking under prep).

Intermediate Pyramid- Release Moves

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

Intermediate Pyramid – Inversions

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

Intermediate Pyramid – Release Moves

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



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Intermediate Dismounts

- A. Cradles from single based stunts at prep level and above must have a separate spotter with at least one hand/arm supporting the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts at prep level and above must have two catchers and a separate spotter with at least one hand/arm supporting the head and shoulder area through the cradle.
- C. Dismounts to the performing surface from stunts and pyramids at prep level and above must be assisted by an original base.
- D. Only straight pop downs, basic straight cradles and quarter turns are allowed from any single leg stunt.
- E. Up to 1-1/4 twists are allowed from any two leg stunts.
- F. Up to 1 trick allowed during a dismount from any two leg stunt.
- G. No free flipping dismounts allowed.
- H. Tension drops/rolls of any kind are not allowed. I. When cradling single based double awesomes/cupies, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.

Intermediate Tosses

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



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Advanced Division

(Follows 2009-10 IASF Level 4 with Modifications)

Advanced General Tumbling

- A. All tumbling must originate from and land on the performing surface. *Exception:*
 - 1. *Tumbler may, without hip-over-head rotation, rebound from his/her feet into a stunt transition.*
 - 2. *Rebounding to a prone position in a stunt is allowed.*
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Assisted, or connected tumbling is not allowed. *Clarification:*
 - 1. *Double cartwheels and double forward rolls are allowed because they will be interpreted as stunts, not assisted tumbling.*
- E. Dive rolls:
 - 1. Dive rolls performed in a swan/arched position are not allowed.
 - 2. Dive rolls that involve twisting are not allowed.

Advanced 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:*
 - 1. *Aerial cartwheel, Onodi*
- C. Consecutive flip-flip combinations are not allowed (Eg. Back tuck-back tuck, back tuck-punch front, etc).
- D. Jump skills are not allowed in immediate combination with a standing flip (Eg. Toe touch back tucks, back tuck toe touches, pike jump front flips) *Clarification:*
 - 1. *Toe touch back handspring back tucks are allowed because the flip skill is not connected immediately after the jump skill.*

Advanced Running Tumbling

- A. Skills are allowed up to 1 flipping and 1 twisting rotations. *Exception:*
 - 1. *Aerial cartwheel, Onodi.*



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Advanced Stunts

- A. A spotter is required for all extended stunts.
- B. Single leg extended stunts are allowed.
- C. Twisting mounts and transitions are allowed up to 1-1/2 twists by the top person.
- D. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual
- E. (Eg. shoulder sits walking under prep).
- F. Free flipping mounts or transitional stunts are not allowed.
- G. During transitions, at least one base must remain in contact with the top person. *Exception:*
 - 1. See "*Release Moves*"
- H. Prep level or above pendulum and pendulum style transitional stunts where the top person falls away from the bases requires three stationary catchers, at least two of which are not original bases. During pendulum and pendulum style transitional stunts at least one base must remain in contact with the top person.
- I. Single based split catches are not allowed.
- J. Single based double awesomes/cupies require a separate spotter for each top person.

J. Advanced Stunts - Release Moves

- A. Release moves are allowed but must not exceed extended arm level (Eg. Tick-tocks are allowed.) *Exception:*
 - 1. *Cradles.*
- B. Release moves may not land in a prone position.
- C. Release moves must return to original bases.
- D. Helicopters are not allowed.
- E. Release moves may not intentionally travel.
- F. Release moves may not pass over, under or through other stunts, pyramids or individuals.

K. Advanced Stunts - Inversions

- A. Extended inverted stunts allowed. Also, see "Stunts" and "Pyramids."



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- B. Downward inversions are allowed at prep level or below and must be assisted by at least three bases, at least two of which are positioned to protect the head and shoulder area. *Clarification:*
 - 1. *The stunt may not pass above prep level and then become inverted at prep level. (The momentum of the top person coming down is the primary safety concern.)*
 - 2. *Catchers must make contact with the head and shoulder area.*
- C. Downward inversions must maintain contact with an original base.
- D. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Advanced Pyramids

- A. Pyramids must follow Advanced "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base.
- C. Extended single leg stunts may not brace or be braced by any other extended stunts.
- D. No stunt or pyramid may move over or under another separate stunt or pyramid (e.g. shoulder sits walking under prep).
- E. In a pyramid transition, a top person may travel over another top person while connected to that top person at prep level or below. *Clarification:*
 - 1. *Leap frog pyramids are legal.*

Advanced Pyramids – Release Moves

- A. During a pyramid transition, a top person may pass above two persons high while in direct physical contact with at least one person at prep level or below.
- B. Primary weight may not be borne at second level. *Clarification:*
 - 1. *The transition must be continuous.*
- C. Non-inverted pyramid release moves must be caught by at least two catchers.
- D. RULE ADJUSTMENT:
 - 1. In pyramids where the top person travels over their bracer (Eg. Leap frogs or wolf wall transitions), the catchers must be stationary.



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2. Catchers must maintain visual contact with the top person throughout the entire transition.
- E. Non-inverted transitional pyramids may involve changing bases. When changing bases:
1. The top person must maintain physical contact with a person at prep level or below.
 2. Catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated.

Advanced Pyramids- Inversions

- A. Must follow Advanced Stunt Inversions rules.

Advanced Pyramids - Release Moves w/ Braced Inversions

- A. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least two persons at prep level or below. Contact must be maintained throughout entire transition with either the top person(s) or the base(s).
- B. Braced inversions (including braced flips) are allowed up to 1-¼ flipping rotations, zero twisting rotations.
- C. Braced inversions (including braced flips) may not involve changing bases.
- D. Braced inversions (including braced flips) must be in continuous movement.
- E. All braced inversions (including braced flips) must be caught by at least three catchers.
 1. Catchers must be stationary
 2. Catchers must maintain visual contact with the top person throughout the entire transition.
 3. Catchers may not be involved with any other skill or choreography when the transition is initiated.
- F. Braced inversions (including braced flips) may not travel downward while inverted.



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Advanced Dismounts

- A. Cradles from single based stunts at prep level and above must have a separate spotter with at least one hand/arm supporting the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts at prep level and above must have two catchers and a separate spotter with at least one hand/arm supporting the head and shoulder area through the cradle.
- C. Dismounts to the performing surface from stunts and pyramids prep level and above must be assisted by an original base.
- D. Up to a 2-1/4 twisting rotation allowed from all stunts.
- E. During a cradle that exceeds 1-1/4 twists, no skill other than the twist is allowed.
- F. No free flipping dismounts allowed.
- G. Tension drops/rolls of any kind are not allowed.
- H. When cradling single based double awesomes/cupies 2 catchers must catch each top person.
- I. Catchers and bases must be stationary prior to the initiation of the dismount.

Advanced Tosses

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