

2021 Safety Quick Reference Guide

Minor Infractions-2 points				
GHSA Cheerleading Guide	Rule	Page	Sit Page	Pic
Flyer should have one foot on the floor ready to begin the stunt	Guide	Sect.4; p.4-5		
No tumbling on/off the mat outside of routine	Guide	Sect.4; p.4-5		
No chanting or cheering in an organized fashion	Guide	Sect.3; p.3-7		
Dressed in adopted school uniform displaying school ID; leggings or tights cannot be worn as a uniform; Matching skort or practice shirt with tank or T shirt: shirts must not be unsafe-may need tucked in; no tank	Guide	Sect.1; p.1-3	Special Rules Mod	
Rule 2: Section - 1 General	Rule	Page	Sit Page	Pic
Unsafe performing surface: performing a skill on bow, pom, shoe, etc. (<i>GHSA Guide, Sect.4; p.4-5</i>)	2.1.7a	13	15	
Fingernails/Hair/hair devices secure (<i>GHSA Guide, Sect.4; p.4-6</i>)	2.1.4/5	13		
Brace or cast improperly covered; not in plaster cast/walking boot, not involved in a skill	2.1.11	14	16	
Artificial Noisemakers	2.1.15	14		
Rule 3: Section 1 - Cheerleader Apparel/Accessories/Section 2 – Stunting Personnel	Rule	Page	Sit Page	Pic
Jewelry/Rhinestones – hair tie on wrist (<i>GHSA Guide, Sect.1 p. 1-3, Sect.4; p.4-5</i>)	3.1.1	17	17-18	
Improper uniform including loss of shoe, illegal uniform (<i>GHSA Guide, Sect.4; p.4-5</i>)	3.1.2	17	18	
Uniform covers midriff – no mesh/sheer (<i>GHSA Guide, Sect.1; p.1-3</i>)	3.1.4	17	18	
Glitter in hair/makeup/uniform fabric (<i>GHSA Guide, Sect.1 p. 1-3, Sect.4; p.4-5</i>)	3.1.5	17	18	
Inattentive spotter – proper position/location and visually focused	3.2.5a-b	18	19	53
Major Infractions-5 points				
Rule 3: Section 2 – Stunting Personnel	Rule	Page	Sit Page	Pic
Bases cannot perform back-bend/headstand/handstand; base hold objects while supporting	3.2.1a-c	18	19	52
Bases of extended stunts must have both feet in direct contact w/performing surface	3.2.2	18		
Bracer/Spotter cannot provide primary support	3.2.3/4	18		53
Spotter's hand grasp sole of flyer's foot, base's hand under top person's foot, torso under stunt	3.2.6a-c	18		54
Spotter's hands behind his/her back	3.2.6e	18		
Spotter required for extended stunts or transitions that stops in an extended position; with exception	3.2.7	18-19	19-20	55
Spotter required for single-base prep-level stunts which foot/feet of top person is in hands of base; tosses to single base shoulder stands	3.2.8	19	20	56
Rule 3: Section 3 – Inversions	Rule	Page	Sit Page	Pic
Shoulders below waist of top person – bracers reaching down	3.3.1	20	22	
Inverted top pass through extended position – not begin, end, pause, or stop in extended inverted position	3.3.2	20		
Braced inversions in a PY w/ no flip or roll: top person must have 2 bases <i>or</i> base and spotter	3.3.3a	20	22	
Braced inversions in a PY w/ no flip or roll: released top person, each bracer is at prep lvl or below	3.3.3b2	20		57
Braced inversions: catchers not original–in place, remain close to original bases, not part of any other skill	3.3.3b5	20		
Braced inversions in a PY w/ no flip or roll: released top person, top person does not land inverted	3.3.3b6	20		57
Braced roll: Inverted top person has 2 bases or a base and spotter: bracers have 2 bases (<i>no spotter required</i>) or base with spotter	3.3.4a-b	20	22	58
Braced forward/backward flip: Both hands/arms of top person in continuous contact with a bracer	3.3.5a	20	22(A)	59, 60
Braced forward/backward flip: Must be 3 people involved in toss and catch, either as a base or spotter	3.3.5b	20	22(B)	59
Braced forward/backward flip: Bracers must be in multi-base prep with spotter	3.3.5d	21		
Top person ends in a non-inverted position once a braced forward/backward flip is complete	3.3.5f	21		
Released top person and base(s) makes no more ¼ turn around bracer	3.3.5h	21		
Catchers are not original bases, new catchers are in place when flip is initiated, remain close and not part of any other stunt	3.3.5i	21	22 (B, C)	
Release inversion/transition: Must release to original bases & spotter required: non-inverted top person released to dismounts/loading position w/no more than ½ turn or stunt at any level with no more than ¼ turn	3.3.6a1-3	21	22-23 (E, F, I, J)	61-62
Base of support begins & remains below prep level: one person maintains contact w/top person until no longer inverted or top person's hand on the performing surface (<i>back-to-back; legs over shldr to shldr sit</i>)	3.3.6b	21	22 (B, C) 23 (D)	63
Base of support begins or passes through prep level - requires 2 people on the performing surface protect head/neck shoulder w/ 1 maintaining contact with upper body w/ exception of foldover	3.3.6c1-2	21	23 (H)	64
Foldover stunt begins at prep level or below that does not stop in extended position and top person must be caught on back by multiple catchers; may go to new catchers that are in place (exception)	3.3.6c2	21	23 (G)	
Downward inversion: Flyer not go to an inverted position on the performance surface from prep or higher	3.3.6c3	21	23 (H)	
Dismounts from inverted stunts to cradle, load, or stunt to new catchers who are not involved in other skills	3.3.6c4	21		
Rule 3: Section 4 – Non-Release Stunts, continued	Rule	Page	Sit Page	Pic
Must not move over/under a PS/PY except when build, stabilize or dismount (<i>walk-over-back</i>)	3.4.2	24	25	67
Extended stunts bracing each other – connection cannot be hand/arm-to-foot/leg (<i>paper dolls</i>)	3.4.3	24	25	67
Vertical-to-horizontal: top person maintains contact with 1 original base, post or spotter (<i>base holds ankle-loss of contact</i>)	3.4.4a	24	25(A)	68
Vertical-to-horizontal: face-up/face-down moved between bases w/ 2 catchers/bases for upper body ; if not original bases, must remain close, in position prior to movement to horizontal position (<i>leapfrog</i>)	3.4.4b-c	24	25(B,C)	69

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Major Infractions-5 points				
			Sit Page	Pic
3 catchers required when catchers are not original bases and top person begins or passes through an extended overhead position	3.4.4d	24	25-26(D)	
Hanging pyramid rules	3.4.5a-d	24		
Double cupie permitted with conditions	3.4.8	24		
Participant must not jump unassisted onto back of a base who is horizontal	3.4.10	24	26	
Rule 3: Section 5 – Release Stunts/Tosses				
	Rule	Page	Sit Page	Pic
Release stunts must be directed vertically & caught by original bases, not land in inverted position	3.5.2a, b	26		
Tossers, catchers and spotters must remain in original location (3-5-5 reference)	3.5.2d	26	27	
Basket/multi-base tosses cannot involve more than 4-tossers; must be cradled	3.5.3b/d	26	27-28	
Release transitions: Each bracer is at prep level or below. If at prep level or shoulder stand, bracer(s) must have 2 bases or base & spotter.	3.5.5b	26	28(C)	70,72
Top person maintains hand-to-hand/arm contact with at least 1 bracer w/ exception; top person cannot change bases; releases extended to extended (<i>non-braced tick-tock</i>) may not perform more than ¼ twist	3.5.5c1-2	26-27	28(A,B,C, E)	71
Bracers do not provide primary support and remain stationary	3.5.5d	27		
Released top person and bases make no more than a ¼ turn around the bracer; top remains vertical over bases with release in continuous up and down movement	3.5.5e	27		
Catchers are not the original bases, new catchers in place when transition initiated	3.5.5f	27	28(D)	
Helicopter rules: flyer is in face-up position with 4-catchers - not greater than 180 degrees	3.5.6a-e	27		
Log roll rules	3.5.7a-b	27	28	
Toe/leg pitches to jump or tumbling skill are illegal	3.5.8	27		
Rule 3: Section 6 – Suspended Stunts				
	Rule	Page	Sit Page	Pic
Non-braced suspended splits , originate below prep must have 2 bases & top person both hands in contact w/ 1 base or post	3.6.1	28		72
Non-braced dropping suspended split from prep level or above - 3 bases slow momentum; both hands of top person in contact when reach full split; 2 bases support legs - w/ exception	3.6.2a-c	28		73
Braced suspended split – top person has 2 bases; top person maintains hand-to-hand/arm contact	3.6.3a-b	29	29	
Braced suspended split released by bases - loss of contact (3-5-5 reference)	3.6.4	29		
Swinging stunt – downward movement below prep lvl; top is face up ; top person begins below prep	3.6.5a-c	29	29	74
Top person not face-down position between bases where top person's torso is suspended below arms & legs	3.6.6	29	29	
Rule 3: Section 7 – Dismounts				
	Rule	Page	Sit Page	Pic
Base or catchers must not move during dismounts except for safety	3.7.1	29		
Dismounts to performing surface from prep level or above must be assisted	3.7.2a	29-30	30	
Dismounts from prep lvl or above involving a skill require 2 bases or base & spotter; to slow momentum	3.7.2b	30	30	75
Multi-based stunt dismount cradle requires 2 catchers and a head & shoulder spot	3.7.4	30	31	76
Single based stunt dismount cradle requires a head & shoulder spot	3.7.5	30	31	
Twist to cradle or performing surface no more than 1¼ rotations	3.7.7	30	31	77
Dismounts to catchers who are not original bases need 3 catchers/head/neck; top person performs no skill ; bases not involved in any other skill when release initiated	3.7.8a-d	30		77
Rule 3: Section 8 – Tumbling				
	Rule	Page	Sit Page	Pic
Tumbling or rebounding over or under a stunt, person is illegal with exception	3.8.1	31	32	78
Dive forward rolls are illegal – feet must remain below waist	3.8.3	31		
Flip that lands into a partner stunt or cradle is illegal	3.8.4	31		
Flip in tumbling passes limited to only 1 complete twist/foot-over-head	3.8.5	31	32	
Headstands, head spins and headsprings where hands not used for support are prohibited	3.8.8	31	32	79
Airborne skills with hip-over-head rotation may not connect to another athlete while executing skill	3.8.9	31		
Rule 3: Section 9 – Drops				
	Rule	Page	Sit Page	Pic Pe
No splits, knee, seat, thigh drops from jump, stand, inverted; drops must be controlled	3.9.1	32	33	80
Airborne drops to pushup position are not permitted	3.9.2	32	33	80
Falling directly to the floor to stomach or back to mat is illegal without bearing weight on hands	3.9.3	32		
Major Infractions-10 points				
Rule 2: Section 2 - Sportsmanship				
	Rule	Page	Sit Page	Pic
Unsporting to officials; profane language, music, gestures (GHSA Guide, Sect. 1 p1-5; Sect. 3 p.3-7; Sect. 4 p.4-7)	2.2.1a-c	16-17	17	
Disqualifications				
GHSA Cheerleading				
	Rule	Page	Sit Page	Pic
Too many team members	Guide	Sect.4 p. 4-7		
Unauthorized Prop - No part of uniform as sign	Guide	Sect.4 p. 4-7		