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ACSA Cheer Documents

1. IASF Cheer Legality Rules:
 - Outlines the rules for All Star Cheer Levels 1-7.
2. ACSA Cheer Age Grid:
 - Outlines the divisions on offer, including ages, team sizes and levels for each division.
3. ACSA Cheer Deduction System:
 - Outlines the definitions for routine infractions and rule violations for All Star cheer routines.
4. ACSA Cheer General Scoring:
 - Outline general information regarding divisions, building information, and tumbling information.
5. ACSA Cheer Image Policy:
 - Outlines the expectations and requirements regarding appropriateness of choreography as well as appearance.
6. ACSA Cheer Novice Rules:
 - Outlines specific requirements within the novice division
7. ACSA Cheer Scoring Rubric:
 - Outlines the requirements and how an All Star cheer routine will be scored.
8. ACSA Cheer Skills List:
 - Includes examples of level appropriate skills.
9. ACSA Cheer University General Scoring:
 - Outlines specific requirements within the university divisions
10. ACSA Cheer Stunt General Guidelines
 - Outlines general rulings and policies within the stunt divisions

Routine Infractions

1. Athlete Fall - 0.25

1.1. Drops to the floor during tumbling and/or jump skills

This includes the following:

- Hand, Hands, or head down in tumbling or jump skills
- Knee or knees down in tumbling or jump skills
- Tumbling transitions in and/or out of a building skill

This does not include the following:

- An athlete that trips while walking during a transition

2. Building Bobble - 0.40

2.1. Stunt and/or pyramid skills that almost drop, but are saved

This includes the following:

- Base or spotter drops to the performance surface during a building skill
- Top person sits back onto the base/spotter and is pushed back up into the stunt/skill
- Lowering of a stunt (not timing issues) i.e. extended position to prep level etc.
- Single based coed style stunts that drop to a load in position
- Pyramid skills that would fall without the bracer or bracers support
- Both feet of the top person come in contact with the performance surface during a cradle (excluding one foot)
- Step down to performance surface from a nugget, thigh stand and/or waist level style stunts (not timing issues)

This does not include the following

- An omitted skill
- Drop in body position by top person
- Excessive movement by bases
- Balance check by top person

- Hand or hands of the top person come in contact with the performance surface during a cradle.

3. Building Fall - 0.75

3.1. Drops from a building skill or transition during a stunt and/or pyramid

This includes the following:

- Drops to a cradle position
- Drops to a load in position
- Drops to a prone position

This does not include the following:

- Single based stunts that drop to a coed load in position
- Dropping from extended position to a prep level stunt/skill

4. Major Building Fall - 1.25

4.1. Drops to the performance surface from a stunt, pyramid or toss by the top person and/or the bases/spotter

This includes the following:

- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface
- Single based coed style stunt where the top person lands on performance surface without assistance from bases and/or spotter

This does not include the following:

- Top person comes in contact with the performance surface during a transitional stunt and/or pyramid that is continuous without interrupting / stopping

Rule Violations

5. Boundary Violation - 0.25

- 5.1. The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A 0.25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

6. Time Limit Violations - 0.25

- 6.1. Teams that exceed the allotted time by 1 or more seconds are subject to a .25 deduction. Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.
- 6.2. Teams that exceed the allotted time per category below will be subject to the deduction:
- All Star – 2:30
 - Novice – 2:30
 - All Star Non Tumbling – 2:00
 - Global Divisions – 3:30 (must adhere to the breakdown below)
 - Cheer: 0.30 seconds (minimum), 0:40 seconds (maximum)
 - 0:20 seconds to move from Cheer to set for music portion
 - 2:30 maximum for music portion

7. Legality Infractions - 0.25 / 0.50 / 1.0

- 7.1. Tumbling out of level 0.25
 7.2. Building out of level 0.50
 7.3. Building safety violation 1.0

Clarification for building safety violation:

- If a legality call refers to a ruling applied to all levels, this includes glossary definitions as per IASF
- If a skill is performed illegally and appears to be inherently dangerous and/or unsafe--regardless of the number of building groups
- If a skill is missing the number of athletes required to perform that skill legally (ex: not having the number of required catchers for a cradle)

8. Image Policy - 0.25

- 8.1. Inappropriate choreography, uniform and/or music, as well as violations that break the image policy will be issued a 0.25 deduction.

9. Unsportsmanlike Conduct - 1.0

- 9.1. When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 1.0 deduction and removal of coach or disqualification.
- Includes the following:
- Inappropriate and deliberate physical contact between athletes during the event
 - Abuse of equipment or any items associated with the event
 - Using language or a gesture that is obscene, offensive, or insulting
 - Using language or gestures that offend race, religion, colour, descent or national or ethnic origin
 - Failing to perform a routine

- Excessive appealing at Score Reviews
- Showing dissent towards scoring official decision by word or action
- Threat of assault to an event representative
- Public criticism of an event related incident or event official

10. Minimum Athlete Requirement - 5.0

- 10.1. If a team competes with fewer than the minimum number of athletes for their specific division, a deduction will not be assessed if that team is registered and rostered with the minimum number of athletes required for that division. Teams that register, roster and compete with fewer than the number of athletes required for a specific division will either be moved to the correct division or issued a 5 point deduction.

From a judging perspective, all teams competing with fewer than the number of athletes required will be scored as if they meet the minimum athletes requirement (in terms of majority and most) and will not be eligible for bids to any end-of-season events.

11. Eligibility Requirements

- 11.1. Any team who violates ACSA age eligibility requirements, submits inaccurate rosters, or violates a crossover rule will be subject to the relevant EP determined penalty. Pending investigations and due process may occur after the competition is over.

12. Maximum Athlete Requirement

- 12.1. If a team competes with more than the maximum number of athletes for their specific division, the team will be disqualified.

13. Novice Division

- 13.1. To maintain the spirit of the division, Novice teams will receive warnings for athlete falls or where a rule violation was the result of a performance error. In other instances the team may receive a deduction.

14. Cheerability - 2.0

- 14.1. Any violation of the CheerABILITY rules may include a 2-point deduction.