

## **Performance Cheer Rules**

## Summary

based upon the ECU Rulebook of 2020

INDIVIDUAL SKILLS	GROUPS & PAIRS	GROUPS & PAIRS: DISMOUNTS
<ol> <li>Inverted         <ul> <li>Non airborne allowed</li> <li>Airborne inverted skills not with poms / articles of clothing</li> </ul> </li> <li>HH &amp; JZ c. Landing perpendicular from airborne inverted allowed with hand support</li> <li>Hip over Head         <ul> <li>if hand support, must be free of any material Exception: FW and BW rolls allowed</li> <li>non airborne allowed</li> <li>airborne with hand support limited to 2 consecutively</li> <li>airborne without hand support</li> <li>only 1 twisting</li> <li>not connected to another airborne h/o/h skill without hand support</li> <li>limited to 2 consecutive h/o/h rotation skills</li> </ul> <li>No simultaneous hip over head</li> <li>Drops allowed only to shoulder / back / seat if skill does not exceed hip level</li> <li>Landing in push-up position No poms / articles of clothing when legs swing from the front of the body to behind the body</li> </li></ol>	<ol> <li>Supporting athlete does not have to keep contact with floor if skill is not higher than shoulder level</li> <li>Contact</li> <li>Skill above head-level requires constant contact Exception: release by 1 supporting athlete allowed if:         <ul> <li>not inverted after release</li> <li>caught or supported</li> <li>not caught in a prone position</li> <li>hands free to support / catch / release</li> </ul> </li> <li>Hip over head allowed if contact until return to the performance surface or to the upright position</li> <li>Vertical Inversion         <ul> <li>Contact until return to the performance surface or to the upright position</li> <li>1 additional spotter if the height of the Executing Athlete's shoulders exceed shoulder level</li> </ul> </li> </ol>	<ol> <li>Athlete may jump, leap, step or push off if:         <ol> <li>FS: Executing Athlete's hips not above shoulder level</li> <li>HH &amp; JZ: one body part at or below head level</li> <li>may not pass through prone / inverted after release</li> </ol> </li> <li>May toss if:         FS              <ol> <li>hips not above head level</li> <li>may not supine / inverted when released</li> <li>may not pass through prone / inverted after release</li> </ol> </li> <li>May toss if:         FS              </li> <li>hips not above head level</li> <li>may not supine / inverted when released</li> <li>may not pass through prone / inverted after release</li> </ol> <li>HH &amp; JZ         <ol> <li>one body part at or below head level</li> <li>may be supine / inverted when released, but must land on foot / feet</li> <li>may not pass through inverted after release</li> </ol> </li>