

2022 AUSTRALIAN CHEER UNION NOVICE CHEER RULES

DESCRIPTION

Novice Cheer is a modified version of Level 1 and is offered to all ages except Open & Adult.

Novice division is for beginner All Star Cheer teams. This may include brand new teams or beginner teams within an established program. The purpose of Novice Cheer is for the athletes to perfect the basic skills before attempting harder skills.

Novice Cheer is not compulsory for new teams, it is an option.

RULES

Novice teams follow the Australian Cheer Union Novice Rules. Please also refer to the Australian Cheer Union Skill List for skills that can be performed by Novice Teams.

The time limit for Novice Cheer routines is 2:30 minutes.

Novice team athletes are permitted to cross over into a Level 1 team, however they are not permitted to compete in any other cheer team Level 2 or above.

SCORING

Tosses have been removed from the score sheet and the Difficulty Score for Stunts, Stunt Quantity, Standing Tumbling, and Running Tumbling & Pyramids is capped. The total possible score is out of 87.5 points.

- The difficulty score for Stunts is capped at 4.0 (due to NO elite skills being allowed in Novice)
- The difficulty score for Standing Tumbling, Running Tumbling & Pyramids is capped at 4.7 (this is reflective of the skills allowed in Novice)
- The Stunt Quantity score is capped at 4.4 (due to NO elite skills being allowed in Novice)

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.

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TUMBLING	
<p>General</p> <p>May jump/rebound over an individual; May rebound from feet into a stunt transition; When rebounding into a stunt transition, may not rebound to inverted or through an inverted position; NO tumbling over, under, or through a stunt, individual or prop; NO tumbling while holding/contact with prop.</p>	<p>½ rebound to prone allowed NO dive rolls</p>
<p>STANDING</p>	<p>Skills with constant physical contact with the performing surface such as cartwheels, rolls, handstands. Blocked cartwheels allowed. <i>Exception:</i> NO walkover or walkover variations allowed, Examples (<i>including but not limited to</i>):</p> <ul style="list-style-type: none"> ● Back bridge to immediate/connected bridge kick over ● Handstand to immediate/connected bridge to standing
<p>RUNNING</p>	<p>Skills with constant physical contact with the performing surface such as cartwheels, rolls, handstands. Blocked cartwheels and round offs allowed. <i>Exception:</i> NO walkover or walkover variations allowed, Examples (<i>including but not limited to</i>):</p> <ul style="list-style-type: none"> ● Back bridge to immediate/connected bridge kick over ● Handstand to immediate/connected bridge to standing <p>NO tumbling immediately after round off or round off rebound.</p>

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STUNTS	
Spotters	<p>All Stunts. Exception for Tiny: Stunts only supported at waist that start or end on the performance surface. Non-twisting T-Lifts that start and end on the performance surface where at least one foot is at waist level or below throughout skill (1/4 twisting T-Lifts must have a spotter in Tiny division). Exception for Mini, Youth, Junior, Senior and Open: Stunts only supported at waist that start or end on the performance surface. T-Lifts that start and end on the performance surface where at least one foot is at waist level or below throughout skill.</p>
Stunt Height	<p>Waist level single leg (NO Prep level single leg). Prep level two leg (may pass above prep level). NO single based stunts. Exception: Waist level stunts and shoulder sits allowed.</p>
Transitions	<p>Must remain in contact with at least one base. No leap frog/leap frog variations. NO stunt transition to prone. Exception: Stunt transitions from ground to prone allowed. NO tic toc style transitions body position to body position (lib to/from body position is allowed).</p>
Twisting	<p>1/4 Twist from ground to waist level OR 1/4 Twist from waist level to ground OR 1/4 twist transition at waist level. No twisting to, from or at prep level (refer to IASF Glossary for prep level definition). Exception: rebound 1/2 turn to prone; wrap around; up to 1/2 twist starts and ends on performing surface and only supported at the waist; 1/4 twisting T-lift that starts and ends on the performance surface.</p>
Release Moves	NOT allowed other than dismounts
Inversions	NOT allowed (inverted athletes must maintain contact with the performance surface)
Downward Inversions	NOT allowed
Over/Under – Stunt or individual passing under/ over a stunt or individual	Arms & legs ALLOWED

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PYRAMIDS	
General	Must follow stunt and dismount rules and allowed up to 2 high; Top person must receive primary support from a base unless legal as a release transition; Released transitions may not come in contact with other stunt/pyramid release moves; Required catchers/spotters must be stationary, must maintain visual contact with the top person throughout the entire transition, and may not be involved in any other skill or choreography when the transition is initiated; Primary weight may not be borne at second level.
Structures (Single based are not allowed above waist level. Required bracer(s) must be connected to the top person by initiation of skill and remain in contact throughout skill).	Two leg extended require hand-arm/hand-arm connections with both arms braced by at least one top person at prep level or below. Prep level single leg requires hand-arm/hand-arm connections with both arms braced by two top persons at prep level or below. Exception: One of the required hand-arm connections may be made with someone on the ground. That person must have both feet on the ground and be attentive to the top person. The other connection must be with a top person at prep level or below. NO extended stunt connected to extended stunt. Prep level bracers must have both feet in the bases' hands unless in shoulder sit, flat back or straddle lift.
Non-Release Transitions	<i>Twisting:</i> 1/4 Twist from ground to waist level OR 1/4 Twist from waist level to ground OR 1/4 twist transition at waist level. No twisting to, from or at prep level. <i>Inversions:</i> Must follow stunt rules.
Release Transitions	NOT ALLOWED OTHER THAN DISMOUNTS
Over/Under (Stunt, pyramid or individual over/under a separate stunt, pyramids or individual).	NOT allowed other than dismounts

DISMOUNTS	
General	Multi-based cradles require 2 catchers and a spotter with at least one hand-arm supporting waist to shoulder region of top person
Dismounts (Single based are not allowed above waist level. Required bracer(s) must be connected to the top person by initiation of skill and remain in contact throughout skill).	Straight pop downs, basic straight cradles NO waist level cradles, sponge tosses or dismounts from above prep level in pyramids