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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

General Information

1. General Scoring

- 1.1. The aim of the routine is to safely demonstrate as many stunts as possible in 60 seconds. Stunts can be found in the building section of the ACSA Skills List.
- 1.2. The routine must be performed to music, however the routine does not have to be choreographed directly to the music
- 1.3. There should be no other skills performed (eg. dance, jumps, tumbling, pyramids) unless it is directly related to the entry/transition/or exit from a stunt.

Exception:

- Choreographed / stylised movements from athletes in between skills.
- 1.4. Athletes must have at least one foot, hand or body part (other than hair) on the performing surface when the routine begins.

Exception:

- Athletes may have their feet in the hands of base(s) if the base(s) hands are resting on the performing surface.
- 1.5. Only one flyer/top person is allowed at a time.
 - 1.6. Scoring for Stunt will vary between event providers. Coaches are responsible for knowing the scoring system for each EP.
 - 1.7. Event providers will determine how the divisions for stunt will combine or split.

2. Categories

- 2.1. Group Stunt
 - Routines are composed of a minimum of 4 primary members, with an optional 5th.

- Spotter is an additional team member who may take the floor with the team.

2.2. Partner Stunt

- Routines are composed of 2 primary athletes.
- Spotter is an additional team member who must take the floor with the team

2.3. Assisted Partner Stunt

- Routines are composed of 3 primary athletes.
- Spotter is an additional team member who may take the floor with the team.

3. Time Limits

- 3.1. All categories are limited to 1:00 min routine length.
- 3.2. There is no minimum music time requirement.
- 3.3. Timing will begin with the first movement, voice or note of music, whichever comes first. Timing will end with the last movement, voice or note of the music, whichever comes last.
- 3.4. Deductions may apply for routines that exceed the time limit.
- 3.5. Judges may cease judging for routines that exceed the time limit

4. Safety Spotter Requirements

- 4.1. A safety spotter should be wearing a colour that is easy to differentiate from the performing athletes, this is generally all black.
- 4.2. Routines must abide by the IASF Cheer rules.
- 4.3. Safety spotters may not coach the performing athletes during the routine.
- 4.4. Safety spotters may not assist any mount, transition or dismount
Exception:
 - Safety spotter in partner stunt routines may assist with the catch or lowering during a dismount style skill (ie cradle, dismount to the performance surface)
Clarification:
 - Safety spotter may not assist with the initiation of a dismount (ie assist in the pop for a cradle)
- 4.5. Safety spotter will count as the required spotter for partner stunt
Clarification:
 - Safety spotters for partner stunt must ensure they are in the correct spotter positions as per IASF glossary 'Spotter'.

5. Event Provider Requirements

- 5.1. Competition or stunt events must be on a minimum of 4 mats for competition and warm up.
- 5.2. Must have a qualified coach to the level of the participants performing.
- 5.3. Athletes entered must have insurance.