



2022 Information Handbook

For questions regarding information in this handbook, please contact us
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2022 Event Dates

- Southern Spectacular (Hobart, TAS), June 11th & 12th
- FNQ Cheer & Dance Championships (Cairns, QLD), July 10th
- Stunt and Dance Festival/Sunshine Spectacular (Brisbane, QLD), July 16th
- FNQ Spook-Tacular (Cairns, QLD), Oct 1st & 2nd
- Tasmania States (Hobart, TAS), November 19th & 20th

Event Information & Features

Southern Spectacular

- All the great features of our competitions, and now open to teams across Australia!
- A destination competition with a difference. Tasmania is known for its beautiful scenery and can often have snow at this time of year
- Our partners at Cheerleading Travel can assist with all your team travel needs
- Cheer and Dance Teams, Dance Solos & Duos, Cheer Solos & Duos, and Stunt Groups offered
- No minimum entry requirements (solos, duos and stunt groups can enter without a buddy team)

FNQ Competitions & Tasmania States

- Cheer and Dance Teams, Dance Solos & Duos, Cheer Solos & Duos, and Stunt Groups
- No minimum entry requirements (solos, duos, and stunt groups can enter without a buddy team)
- In-person Judge feedback after every competition
- Athlete gifts and participation medals for all athletes
- A fun, family friendly environment!
- Entries welcome from teams across Australia & NZ
- **TAS STATES ONLY:** Qualifying event for Stunt & Dance Doubles for AASCF Nationals

Stunt and Dance Festival/Sunshine Spectacular

- Stunt and Dance Festival is an exclusive competition for Stunt Groups (including partner stunt), Cheer and Dance Solos & duos
- The day will be split into two, with Stunt & Dance Festival in the morning
- No maximum number of entries per club
- Fun individual events such as highest basket toss and best body positions
- In-person Judge feedback after the competition
- The Sunshine Spectacular will follow in the second half of the day for full-size cheer and dance teams

Personalised In-house Judging and Workshops

Allow your teams to put their best foot forward in 2022. Our team is available year-round for in-house workshops across Australia. Price is upon request.

Online/Virtual Coaches workshops

We can personalise online workshops for you and your coaching staff, covering a wide array of topics. Please contact us for more information. Price is upon request.

Divisions and Levels

All ACSA age groups, cheer levels, and dance genres, are catered for by Infinite Spirit All Stars. Note: the ACSA scoring system and IASF rules are used for all divisions, including ACSA Cheer and Dance Novice rules.

PLEASE NOTE: The same routine cannot be entered twice, i.e. in two different sections. Each team is to compete only once per section. Each athlete is only to compete once per section.

Age Divisions

Infinite Spirit All Stars adheres to the IASF rules and guidelines as per ACSA guidelines. Please see ACSA age grids for teams. Where possible these will be followed. However, Infinite Spirit has the right to combine age groups. This will be done with fairness in mind and to give your athletes the best competition possible. Cheer levels will not be combined.

Age divisions for Cheer Solo & Duo, and Dance Solos, will be decided by Infinite Spirit All Stars once entries are received on an event-by-event basis. Dance duo age division is set by the age of the eldest dancer in the partnership.

Disqualification of your team WILL occur if an athlete's DOB is not correct on the entry or waiver forms, or if they are found to be competing in the incorrect age group.

Novice Divisions

Novice specialty items are not offered (i.e. Stunt Groups, Dance solos & duos, Cheer solos & duos). Infinite Spirit follows the ACSA Novice rules. Please refer to the ACSA website for further information. Novice teams that are clearly and intentionally breaking Novice division rules and regulations will be deducted.

Co-Ed Teams

Infinite Spirit All Stars will only split into Co-Ed and All Girl divisions if it is deemed necessary. This will be decided on an event-by-event basis. Co-Ed Cheer teams will still need to fulfill any Co-Ed stunt requirements (Level 3 and above) even if the division is not split. Please see ACSA scorecards for further information.

Cheer Levels

Teams

Infinite Spirit All Stars follows the ACSA Ages & Levels for Cheer. Please refer to their Age Grid and Levels Grid for further information. This also includes a breakdown of Co-Ed team requirements.

Solos & Duos

Cheer solo & duo levels are determined by the highest level tumble pass performed in the routine, and will be scored as such. Skills must meet the standing and running tumbling percentages as determined on the score sheet. For example, multiple level 2 skills with only one level 3 skill will not fulfill the scorecard as the routine will be judged as Level 3. However, multiple level 2 skills with no level 3 skill would fulfill the scorecard as it would be judged as Level 2.

All levels will compete against each other. Technique determines the winner, not the level of tumble demonstrated. Therefore, athletes should utilise their strongest/cleanest level rather than trying to throw a single higher level skill.

Divisions will be split into ages once entries have been received on an event-by-event basis. In the case that there are a large number within each age group, levels may also be separated. All athletes must nominate a level at the time of entry (If levels are separated, and an athlete performs a skill above their nominated skill level, they may risk deduction). This is at the discretion of Infinite Spirit All Stars.

Infinite Spirit All Stars uses their own scoresheets for all Solos and Duos. Examples of these can be found in the members area of our website. Please see page 14 for more information about our members area.

Dance Genres

The following dance genres will be available at all Infinite Spirit events (Note: There are no dance teams at Stunt and Dance Festival):

- Dance Teams: Jazz, Pom, Hip Hop, Contemporary/Lyrical, Kick
- Dance Duos: Jazz, Pom, Hip Hop, Contemporary/Lyrical
- Dance Solos: Jazz, Hip Hop, Contemporary/Lyrical

Routine Time Limits

The following time limits apply to routines:

Cheer	Dance
<ul style="list-style-type: none"> - IASF Level 1-7, 2.30 minutes - CheerAbility, 2.30 minutes - Non-Tumble routines, 2.00 minutes - Cheer Solo & Duo, 1.00 minutes - Group Stunt & Partner Stunt, 1.00 minutes 	<ul style="list-style-type: none"> - Team routines, 2.15 minutes - DanceAbility, 2.15 minutes - Dance Solo & Duo, 1.30 minutes

Routine performance times may not exceed 0.09 seconds of their time limit (e.g. A cheer routine may not exceed 2:30:09, with point deductions starting at 2:31:00). Timing of the routine begins with the first movement, voice, or note of music (whichever comes first). Timing ends with the last movement, voice, or note of music (whichever comes last). Exception: dismounts from ending “pose” stunts. Please see ACSA deductions explanations for further clarification.

Replacing Athletes

If an athlete requires replacing due to illness or injury, they may be replaced by another student who is of the right age to compete in the division. If you do not have an available athlete in the correct age bracket, you may move the routine to “exhibition” or take a 5 point deduction from your score. To be eligible for the deduction, you must provide a medical certificate for the injured/sick athlete at least 24 hours prior to the event, along with the replacement athletes waiver (exception: on-the-day injuries). If an athlete is replaced by another who is outside of the age bracket WITHOUT prior permission from Infinite Spirit All Stars, the routine will be disqualified. Replacing athletes may incur late fees or other charges, please refer to page 9 for more information.

Crossovers

Infinite Spirit All Stars is aware of the need for crossovers in smaller programs. With this in mind, we allow crossovers within reasonable restrictions:

- Athletes cannot compete for multiple All-Star clubs/programs. However, athletes can cross between Scholastic and All-Star. Exception: An athlete can compete in dance for one club, and cheer for another, if these two programs do not offer both.
- Athletes cannot compete against themselves in any division.
- If you are unable to make your team fit within the ASCA Age brackets, please contact us so we can make a reasonable effort to accommodate you.

How to Enter

Entries will only be accepted if provided on the official entry form paperwork. Please ensure you complete this paperwork in full before sending it through. Entry forms, as well as instructions on how to complete them, can be found in the Members Area of our Website (please see page 14 for further information). You will require Microsoft Excel or a similar program in order to complete the form. It is best done on a desktop or laptop computer due to the size of the document. Please send it back to us as a spreadsheet, **DO NOT export it as a pdf or Word document.**

FNQ & Tasmania Competitions

Entry into these competitions can be done through our regular "Competition Entry Form" spreadsheet. Please see above.

Stunt and Dance Festival

Entry into these competitions can be done through our "Stunt and Dance Festival Entry Form" spreadsheet. This document, along with instructions on how to complete it, can be found on our website in the Members Area. Please see above.

Waivers

All participants must fill out a competition waiver prior to competing. The waiver only needs to be completed once per calendar year per athlete. This form can be found on our website. If an athlete has not completed a waiver, they will not be allowed to perform at any of our events, including online events. All waivers must be completed in full and have accurate contact information. We will not use information from waivers for marketing of any kind. Athletes must also be covered by Personal Accident Insurance before competing. Please see page 8 for more information. All competitors perform at their own risk.

Waivers will be cross-referenced with entry forms. Disqualification of your team WILL occur if an athlete's DOB is not correct on entry or waiver forms, or if they are found to be competing in the incorrect age group.

Note: Scholastic teams may fill out a team waiver instead of individual athlete waivers. Please contact us for a copy of this should you require it.

Coach Qualifications & Working With Children Check

Infinite Spirit All Stars require evidence of coach qualifications (for Cheer only) and current Australian Working with Children clearance from ALL COACHES AND GYM OWNERS prior to the competition. Evidence of these must be provided with your entry forms. Infinite Spirit currently only recognises IASF Cheerleading Coach Qualifications. Working with Children clearance passes vary from state to state, so please confirm which pass you need to apply for with your local government. Infinite Spirit will not provide a coach pass to anyone who cannot provide this information. This information must be provided for anyone who wishes to gain entry to the warm-up area. Please see page 10 for further information.

Fees & Payment

- Our pricing structure is released to Gym Owners only. Please enquire if you'd like further information
- Note: All entry fees are inclusive of GST
- Invoices will be sent to Clubs/Studios after entries are received

What's Included in your Entry Fee?

The following is included in our entry fees for all competitors:

- Participation memento
- Entry into our individual specialty events (optional) see page 10 for more info
- Large Champion Banners for Cheer levels and Dance genres including novice, and grand champions for Cheer and Dance
- Individual athlete banners for winning teams
- Opportunity for Bid Events, see page 11 for more info

Athlete Personal Accident Insurance

Our entry fees DO NOT include Athlete Personal Accident Insurance. **All athletes must be covered by genuine Personal Accident Insurance** (this is not the same as Public Liability Insurance, or our waiver). Evidence of this must be provided with your entry form. Examples of Personal Accident Insurance are AASCF Athlete Memberships, or DanceSurance Personal Accident Insurance. If you do not have this organised, please call Infinite Spirit All Stars for advice.*

**Coaches please note; insurance requirements from ACSA are set to change in 2022. We will provide further information when it is available.*

Registration Deadlines

The closing date for entry forms is 6 weeks prior to the competition date. Payment is due 4 weeks prior to competition date. Teams will not be allowed to compete unless payment has been received IN FULL prior to the event, including individual items. *E.g. Southern Spectacular begins on Saturday June 11th, therefore entry forms are due April 30th, and payments are due May 14th. If payment is not received by Friday June 10th, the club will be withdrawn. Late fees will apply to any payments made after May 15th.*

Late Fees

Late fees will be incurred as per below:

- Entry forms received after the deadline (6 weeks prior to event): **5% surcharge of total entry fees**
- Payments received after the deadline (4 weeks prior to event): **5% surcharge of total entry fees**
- Payments received less than 2 weeks prior to the event: **10% Surcharge of total entry fees**
- New athletes added into existing items* (i.e. not on original entry form): \$10 + applicable entry fee
**This does not include replacement athletes. Please see "Fees for Replacement Athletes" below.*
- Entire new routine/item* (i.e. not on original entry form): \$15 + applicable entry fee
**New routines may only be accepted on a case-by-case basis at the discretion of Infinite Spirit.*

Athletes or teams added to the event after the entry form deadline may not receive an athlete gift or medal. This is due to costs and times of ordering stock.

Fees for Replacement Athletes

Athletes may be replaced in the instance of illness or injury (For more information on rules surrounding replacements, please see “Replacing Athletes” on page 6). Doing so may attract a fee. These fees are as follows:

- **Scenario 1:** An athlete is sick or injured and can no longer compete, but still wishes to attend the competition (**no refund given**):
 - The injured/sick athlete will receive an entry wristband and will be able to attend the event to support their team. They will also receive their athlete gift and medal and be allowed to sit with their team during awards.
 - Replaced by an athlete already registered to the event: No additional cost from Infinite Spirit. Infinite Spirit must be notified of the change.
 - Replaced by a new athlete not already registered: \$50 to cover registration of the new athlete. Infinite Spirit must be notified of the change.
 - Replacements are to “swap” the injured/sick athlete. If the replacement athlete enters in further items, further fees will apply.
- **Scenario 2:** An athlete is sick or injured and can no longer compete and requests a refund:
 - **Refunds will only be processed once a medical certificate has been provided** to Infinite Spirit. All refunds will be less a \$30 admin fee.
 - The injured/sick athlete will not receive an entry wristband of any type, nor receive their athlete gift or medal. They will need to purchase a spectator ticket if they wish to enter the event.
 - Replaced by an athlete already registered to the event: \$15 per routine (if refund is successful, otherwise scenario 1 rules apply)
 - Replaced by a new athlete not already registered: Full registration fees apply for new athlete (if refund is successful, otherwise scenario 1 rules apply)
- **Scenario 3:** An athlete is sick or injured and results in the removal of an entire team/item (excluding solos), no later than 1 week from the event:
 - If a medical certificate is not provided: No refund given, all fees still due and payable for that item
 - If a medical certificate is provided: \$10 refund per affected athlete (not including the injured/sick athlete). **Medical certificates must be provided no less than 1 week prior to competition to receive this refund**

Removing an athlete, or having an athlete quit after entries have been sent in, does not excuse payment. You may contact Infinite Spirit All Stars and a decision will be made on a case-by-case basis.

On-the-day routine cancellations (or “scratched” routines) must be reported to the event manager as soon as possible. No refunds will be processed for routines scratched on the day of competition. Any other changes to entries must be reported prior to the start of the competition.

Refunds

Refunds will not be provided for change-of-mind. They may only be processed if a medical certificate is provided, or in extenuating circumstances. Please contact Infinite Spirit if you require a refund, and a decision will be made on a case-by-case basis. No refunds will be processed less than 48hours before the event.

On-The-Day Competition

Individual Specialty events

Our specialty events are FREE for all entered athletes. Competing athletes must be nominated on your entry forms upon submission. Categories are divided into Junior (11 & Under) and Senior (12 & Over). Senior Toe Touch may also be divided into Male/Female pending the number of entries. The events on offer are:

- Best Individual Tumbler Levels 1-5 (this is a single diagonal pass of their best tumble skill)
- Best and Most Pirouettes
- Best Toe Touch
- Best Standing Scorpion
- Best Standing Bow & Arrow
- Highest Basket Toss (max. three teams per age group, athletes must be from level 2 or above)

Participant and Spectator Entry

Each participant and spectator will receive a wristband to note their ability to be within the venue at any given time. Coaches and Officials are issued a separate pass to allow them access to the “athlete-only” areas, such as warm-up. Spectators are not permitted in these areas under any circumstances. Spectator wristbands will be provided upon proof of ticket purchase at the door. Participant wristbands are included in entry fees.

Due to the ongoing Covid-19 pandemic, the process for ticket purchases/collection of wristbands may vary from event to event. Please refer to information provided in the lead up to each competition.

Warm-Up Area

Athletes, coaches, and other officials are the only ones allowed access to the warm-up area. Coaches will need to have their working with children pass and drivers license/photo ID on them at all times, and be able to provide them to staff when requested. Event staff have the right to see these documents at any time. If you are unable to produce these documents, you will be unable to access the warm-up and other athlete-only areas.

Coaches must also be credentialed to the level of the team they are supervising in warm up (for Cheer only). Gym Owners and junior coaches/helpers who are not accredited to the level must be accompanied by a coach of the appropriate level when in warm-up. Evidence of certification must be sent with the club entry form.

Athletes must show their participant wristband to staff in order to gain access to the warm-up area. Any persons found unauthorised within warm-up may be asked to leave the venue. This includes parents and friends. Only athletes who are due in the warm-up room for their routines are permitted to enter.

Disputes and Grievances

We understand the excitement and passion that everyone experiences during a competition. We also understand that mistakes can happen. While we do our best as event staff and judges to offer a flawless event experience, here are the ways you can handle issues or situations that may arise:

- Contact the Event Director immediately
- State your concern in a professional manner and your reason for the concern
- The Event Director will investigate any valid concerns with all appropriately involved parties
- Remember, we are here to make sure you have the best day ever. Help us have a great one too! Rude or violent behaviour towards our staff will not be tolerated.

Judging

Infinite Spirit All Stars bring highly respected, qualified, experienced, and reputable judges to all our championships from across Australia. Every one of our judges has an extensive resume and history in the style they are judging as a former athlete/dancer and successful coach and/or choreographer as well as judge.

If coaches, athletes, or parents are seen to be talking to judges during or after the competition, they risk team deductions or disqualifications.

Judges decisions are final, and any disputes can be appealed for up to 7 days after the competition, through the Event Director.

Coaches will be briefed on the point-review system and how to query legalities & deductions in the lead up to each event. Scoresheets will be available for collection after the completion of awards at the Coaches Registration desk, unless otherwise advised.

2022 Bids Available

Infinite Spirit offers bids at all our events. Bids on offer will be determined by the current COVID-19 restrictions. Bids on offer in 2022 will be for Infinite Spirit events across Australia. Further information on available bids will be released closer to each event date.

Policies and Code of Conduct

Image Policy

Please see ACSA Guidelines

Music

All coaches and/or programs are responsible for the supplying and playing of the routines music. You must have at least two forms of "back-up" music per team on an MP3 player, tablet or phone. Phones must be placed into flight mode prior to usage.

If an error occurs during playback due to an equipment malfunction, the coach must make an immediate decision to either continue the routine or end it. If the routine is stopped, the team will be allowed to perform the routine again at a later time, and will only be judged again from the point of interruption. If music fails due to an error on the coaches behalf (e.g. invalid file format), it is up to the event providers discretion as to whether the routine may be performed again at a later time.

The staff member responsible for music is required at the music desk two items prior to the routine. All music is played via the headphone jack of your device. If you require a headphone jack adapter (i.e. newer model phones), you must supply this adapter yourself.

Safety Spotters

If you feel the need for an extra safety spotter in your routine, a person/s may step onto the performance area during stunts, pyramids, or baskets to assist in the event of an unexpected fall. Safety spotters should not touch, assist, or save skills being performed, they may not coach or speak to anyone on the team. They are only to be used to prevent a fall to the competition floor. Any touch, assist, or saved skill where the flyer is not returned to the performance surface will receive a legality deduction. An exception to this rule is given in the case of Partner Stunt divisions in which the Safety Spotter is required to assist in catching a cradle. NOTE: The spotter may not then assist in the transition of the flyer from the cradle into another skill, except for placing on their feet onto the performance surface. A deduction will also be given if a safety spotter is seen to communicate or coach the team in any way whilst on the floor.

Safety spotters must:

- Be a registered athlete with a completed waiver and insurance. If a coach wishes to fulfil this role they MUST fill in a waiver
- Be dressed in a plain black T-Shirt (no club logos or similar) and plain black long pants
- Wear appropriate soft-soled shoes. No flip flops, heels, Ugg boots, slippers, or steel cap boots
- Not have gum, candy, cough drops, or other such edible or non-edible items in their mouth
- Not wear **jewellery of any kind**
- Not wear lanyards, badges, or pins, including competition IDs (exception: competitor wristband)
- Not carry a bag or backpack
- Not speak to athletes during the routine
- Not be wearing casts, walking boots (aka Moon Boots), or braces with hard or sharp elements
- Hair must be worn in such a way that they can safely see the athletes they are spotting

Penalties for Unsportsmanlike Behaviour

Teams will incur a 5 point deduction, or possible disqualification, for displays of unsportsmanlike or negative behaviour during the competition. The level of consequence is at the discretion of event staff based on the severity of the actions. Some examples of this (but not limited to) is questioning other teams scores, making comments in poor taste regarding athletes, encouraging bad sportsmanship from athletes and spectators, continuously demanding review of a legality/deduction, any behaviour that can be interpreted as bullying. These rules extend to all athletes, parents, coaching staff, and gym owners. Disqualification can still be applied in the days following competition pending investigation. If a team is disqualified all banners and awards must be posted to the office at the clubs expense.

On-The-Day Injuries

Any athlete that displays signs of an injury or illness during a performance of a routine will cause the routine to be stopped. The head judge/safety judge will call the music to be stopped and first aid will attend immediately. Athletes will be removed from the floor (where possible) and treated by first aid in the warm up hall. The only other person that can stop the routine is the coach. The athlete/s will be assessed by first aid to determine if they can return to the floor. This must be indicated in writing with an official form and handed the warm up room manager. The team can return to the floor (time permitting) with or without the injured/ill athlete. IF the team wishes to continue the routine a time will be allocated by the Event Director and the team will be required to present to warm up at the new time. The team will return to the competition floor and must perform the entire routine full out. The judges will continue judging from the time of stopping the original routine. Please note that if the routine is marked or not performed fully from the start the judges will cancel the first run scores and judge the lower quality routine. Safety judges will only be allowed to rejudge the first part of the routine on any unsafe skills that are performed, they too will judge the new performance from the time of stopped music (unless it is not performed at full performance level). Note this does not include stunts/sections of pyramid that are no longer able to be performed due to an athlete not returning to the floor. If a team does not wish to perform again the Event Director must be notified immediately. The team in this instance will be judged on what was performed.

Uniform & Costume Guidelines

Infinite Spirit adheres to the IASF rules in regards to uniform and costume guidelines. This includes rules on the use of non-full top cheer uniforms across different age categories. Please see the IASF Rules for further clarification. Please remember that Infinite Spirit events are family events, and costumes/uniforms should be created with this in mind. Vulgar or offensive costuming could result in deduction or disqualification of a routine.

As per IASF rules (cover up guidelines), athlete with non-full top uniforms must wear a t-shirt or other suitable clothing to cover up their uniforms at all times, unless they are in the warm-up area, travelling as a group directly to or from the warm-up area, or on the performance floor. Athletes that need to change costumes or outfits at any point during the event must only do so in designated changing areas e.g. toilets, showers, or allocated areas in warm-up. Athletes MUST NOT get changed in the spectator grandstands, competition hall, or in view of attendees. We recommend wearing an underlayer such as a leotard if you require a quick change.

Teams please be dressed in the appropriate uniform/costume when collecting prizes during awards.

Conditions of Entry/Athlete & Spectator Code of Conduct

1. Athletes and spectators must remain seated during performances. Please do not stand up and move around until a routine has finished.
2. Stunting and tumbling skills should not be practiced outside of designated areas. This includes matted areas during designated warm-up time, or on the performance floor during routines only. Stunting outside of these areas may end up in a disqualification of your team.
3. If any of your team members are running late, we STRICTLY do not wait for them and will not re-arrange the running order for late arrivals – under any circumstance.
4. Please take any concerns or queries on the day to the Event Manager – not the warm-up staff, MC or the judges.
5. All teams must be supervised during events by a qualified coach or gym owner/director
6. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the event. Coaches, gym owners, and other club staff, are responsible for seeing that their athletes, coaches, parents, and any other persons affiliated with the team conduct themselves accordingly. Demonstrations of unsportsmanlike conduct are grounds for deduction/disqualification.
7. All teams, programs, coaches, and advisors should have an emergency response plan in the event of an injury and know where first aid is located at each event.
8. Please support every team that is competing. We encourage a positive and friendly, yet competitive, environment at our events. We encourage team mingling and friendships.
9. Photography and videography are allowed at our events. However, photography and videography can be requested for viewing by ANY event staff at ANY time. ONLY photos and video footage of your associated club/athlete is allowed. Any photos or videos involving other clubs or teams will be required to be deleted immediately. Failure to do so will mean immediate removal from the event and its grounds. Professional photography is provided by Infinite Spirit All Stars to all clubs.
10. By entering an Infinite Spirit All Stars event, you agree to abide by the policies, terms, and conditions listed in this handbook, and accept the repercussions of violation/s by any person associated with your club.

Solicitation at Events

No outside vendor, company, or program may in any way solicit information or merchandise at any Infinite Spirit All Stars events without the written consent by the Company Director. All materials will be immediately removed from the venue (and its surrounds) and all active personnel will be banned from the remainder of the event. If there is a direct connection to a team that is competing at the event, the team risks being disqualified. If you wish to enquire about hosting a stall at one of our events, please contact us at least 6 weeks prior to the event.

Recruiting or Poaching

No program, club, or individual may in any way participate in the active recruitment of athletes at any Infinite Spirit All Stars event. This is unacceptable behaviour and will not be tolerated by event staff. Please report any such activities to the Event Manager immediately (ensure you have proof).

COVID-19 Restrictions and Management

Infinite Spirit All Stars is currently monitoring the COVID-19 pandemic, and its affects on public events across Australia. We are bound by any local or state regulations that are in place at the time of event, as well as any border travel restrictions between states for our staff. If an event is to be affected by COVID-19 restrictions, Coaches and Gym Owners will be notified as soon as possible. We predict that our events will be affected by social distancing and capped attendance rules throughout 2022. More information in regards to these restrictions will be provided to entrants of the competition closer to time. We aim to do everything in our power to provided as much of a “normal” event as possible.

ACSA Partnered Event

Infinite Spirit All Stars is a member of the Australian Cheer Sport Alliance (ACSA), and follows any rules and regulations set for event providers by this organisation. Please see their website for further information.

Website Members Area and Coaches Resources

Coaches and Gym Owners are invited to create an account through our website, www.infinitespiritallstars.com.au. Here you will find resources such as entry forms, waivers, rules, scoresheets, and other important documents. It is also here where scores and awards will be posted for review after the event.

To create an account, head to our website and use the “Log In” Link in the top right-hand corner. Please note, only Coaches and Gym Owners will be allowed to create accounts. Parents and athletes will be denied access to this area due to sensitive information.

NEW Dance Solo & Duo Grading System

In 2022, we are introducing a new grading system for our Dance Solos & Duos. This will replace the traditional placings system we have used in the past. We hope this system will provide added incentive for growth amongst our soloists and dance doubles, and a more accurate reflection of their skill levels to coaches.

How will it work?

Athletes will compete as normal, in divisions split by age and dance genre. They will also be judged as per normal on the same scorecard and with the same points system. At their awards ceremony, they will be presented with their Athlete Status based on the score range they achieved. As below:

Athlete Status	Score Range
Bronze Status	64.9 and below
Silver Status	65 – 74.9
Gold Status	75 – 84.9
Platinum Status	85 and above*

If an athlete achieves Platinum Status, they will be invited to compete in the Platinum Solo/Duo division at future competitions against other Platinum Status athletes for that genre.

For example: Sally competes at TAS Southern Spectacular, and performs both a Jazz Solo and a Hip Hop solo. She achieves Gold Status for Jazz, and Platinum for Hip Hop. She then competes later in the year at TAS States. She competes in the Platinum Hip Hop division against other Platinum athletes and hopes she might get first place. She competes her Jazz routine against other Bronze, Silver, and Gold status athletes in the hope to increase her score and upgrade to Platinum Status for Jazz.

**This score is in-line with the qualifying score for Dance Doubles at AASCF Nationals*