

CANADA HIP HOP DANCE CHAMPIONSHIP

RULES AND REGULATIONS

(Update August 1st 2020)



COMPOSITION OF A DANCE CREW

CREW OF 5-9 CREWMEMBERS • JUNIOR, VARSITY & ADULT

A crew consists of a minimum five (5) to a maximum of nine (9) crewmembers. The crewmembers of the crew may be made up of any combination of males and females within the defined age divisions:

JUNIOR DIVISION Ages seven (7) to twelve (12)

VARSITY DIVISION Ages thirteen (13) to seventeen (17)

ADULT DIVISION Ages eighteen (18) and older

AGE REQUIREMENTS FOR JUNIOR, VARSITY & ADULT DIVISIONS

1. Each participant's proof of age must be validated by the event organizer prior to the competition.

Each participant will be required to submit a government issued ID (a current driver's license, birth certificate copy, and/or passport) indicating date of birth. For continental/world competitions, a copy of a birth certificate and/or passport are required.

2. A maximum of **three (2)** crewmembers may compete in an older division crew but no crewmember may compete in a younger division crew.

3. A crewmember whose age falls between two age divisions in the competition year (ending December 31st) may compete in either division within that year. See example below.

Example: A 12-year-old turning 13 **within the competition year** (as of January 1st 2021) may compete in the junior and/or the varsity division. Likewise, a 17-year-old turning 18 **within the competition year** (as of January 1st 2021) may compete in the varsity and/or the adult division.

MINICREW OF 3 CREWMEMBERS:

A MiniCrew consists of a total of three (3) crewmembers. The crewmembers of the MiniCrew may be made up of any combination of males and females and ALL AGES.

MEGACREW OF 10-40 CREWMEMBERS:

A MegaCrew consists of a minimum ten (10) to a maximum of forty (40) crewmembers. The crewmembers of the MegaCrew may be made up of any combination of males and females and ALL AGES.

PARTICIPATION LIMIT

A crewmember may compete in a maximum of two (2) crews per division.

COMPETITION FLOOR SIZE

The minimum competition floor is 30' x 24'. The standard competition floor is 36' x 30'.

CREWMEMBER CHANGES

CREWMEMBER CHANGES, ADDITIONS & SUBSTITUTIONS DURING THE COMPETITION

All the crewmembers of a Crew, MiniCrew or MegaCrew who are listed on the event registration form (following on-site registration) must compete at the start of the competition. HHI does not permit crewmember changes from one round of competition to another without just cause and approval by the event organizer. Every competing crewmember will be subject to verification during the competition. A crew that competes with more, less or different crewmembers than those registered, without approval, is subject to disqualification, suspension and/or other penalties deemed necessary by HHI. Crewmember substitutions or additions once a competition event has begun are not permitted.

except for reasonable and just cause. An additional registration fee will be required for each substitution/addition permitted.

Note: The substitution/addition of a crewmember(s) without approval is subject to disqualification, suspension and/or other severe penalties deemed necessary by HHI.

ENTRY CHANGES, ADDITIONS, SUBSTITUTIONS FOR DEFENDING CHAMPIONS

For a Crew, MiniCrew or MegaCrew defending a champion title and requesting a change in the number of original members; additions, substitutions and deletions of a maximum of 1 will be permitted for MiniCrews, maximum of 2 will be permitted for crews consisting of 5 to 6 crewmembers, a maximum of 3 for crews comprised of 7 to 9 crewmembers and a maximum of 1/3 of the crewmembers of the original MegaCrew. The event organizer must be notified in advance of the competition or during onsite registration to approve the change(s).

DEFENDING CHAMPION(S) PARTICIPATION

The defending champion is the winning "gold medal" crew from the previous year's championship and may return to defend their title. The defending champion(s) will be the last group to compete on stage at the end of their division/category.

ROUTINE CHANGES

A crew may re-choreograph or change their original routine when advancing from one round of competition to another.

PRACTICE ROUNDS/TECH REHEARSAL

Practice rounds are not provided for standard Crews or Minicrews. Due to the quantity of dancers in a Megacrew, they will be permitted to stage rehearsal time up to a maximum of 8 minutes per crew. The Megacrew is responsible for arriving on time or their practice round may be forfeited.

PERFORMANCE MUSIC CRITERIA

1. The routine must be performed, in its entirety, to music selected, prepared and provided by the crews. The event organizer(s) will not provide the crews' music. Crews are responsible for the quality, mix and sound levels of their music.
2. Each crew must include a segment of continuous music, uninterrupted by edits or sound effects, within their routine to obtain the highest possible score from the judges. It is strongly recommended that the music for Junior crews and MiniCrews include a minimum of twenty (20) seconds of continuous, uninterrupted music placed anywhere in the routine. The music for Varsity and Adult crews should include at least one segment of a minimum of thirty (30) seconds of continuous, uninterrupted music placed anywhere in the routine.
3. A crew's competition music must be provided to the event organizer on a USB flash drive and be the only piece of music recorded on the device (unless specified differently by the event organizer).
4. The device must be in good condition. It is a crew's responsibility to keep a back-up device available at all times for use.
5. The crew's name and division must be clearly identified on the device.
6. There is no maximum or minimum number of songs or recordings that may be used in the routine. However, the judging panels have concluded that fewer songs are preferable over multiple music selections/mixes allowing for greater focus on continuous dancing.
7. Crews are highly cautioned and advised against the music becoming too complex with too many edits, sound effects or songs preventing them from exhibiting a clean and continuous dance performance.

8. The competition music must not contain (or sound like) inappropriate, lewd or offensive language. The event organizer has the right to refuse music with inappropriate, lewd or offensive language. e.
9. Music edits or changes - A crew may edit or substitute its initial music when advancing from one round to another. The change/edit must be made and provided to the event organizer within the allotted time permitted by the event organizer.
10. Crews may be required to provide the following music information in writing to the event organizer(s) prior to the event for each song used in the routine. a. Title, b. Artist, c. Composer, d. Publisher, e. Recording Company.

ROUTINE/MUSIC LENGTH REQUIREMENTS

JUNIOR & MINICREW DIVISIONS

The routine's length for both Junior crews and MiniCrews is a minimum of one minute and thirty seconds (1:30) to a maximum of one minute and forty-five seconds (1:45). Routine length that is less or more than allowed will result in a deduction.

VARSITY & ADULT DIVISIONS

The routine's length for both Varsity crews and Adult crews is a minimum of two minutes (2:00) to a maximum of two minutes and ten seconds (2:10). Routine length that is less or more than allowed will result in a deduction.

MEGACREW DIVISION

The routine's length for MegaCrew is a minimum of three minutes (3:00) to a maximum of four minutes (4:00). Routine length that is less or more than allowed will result in a deduction.

Timing begins with the first audible sound (includes cueing beep) and ends with the last audible sound.

GENERAL RULES & CRITERIA

ATTIRE

Attire may include accessories such as hats, caps, bandanas, gloves, scarves, belts, jewelry, fanny packs (Fanny packs only at nationals. Not permitted at HHI WORLDS in Phoenix Arizona), etc. Removing pieces of clothing during the performance is permitted provided it is not offensive or out of character. Discarded clothing should be placed outside the competition area and never thrown off the stage into the audience. Appropriate under garments must be worn by all crewmembers, at all times. Clothing too short and/or too tight will be scrutinized and may be deemed inappropriate especially for overexposure of certain areas of the body and/or age appropriateness. Body oils or other substances applied to the body or clothing that may affect the clean dry surface of the stage and the safety of fellow competitors are prohibited. Crews may wear dance/stomp boots, street shoes, sneakers or athletic sport shoes. All footwear must have clean, non-scuttle soles. Tap shoes, jazz shoes, certain high-heeled shoes, flip-flops, slippers and bare feet are prohibited.

PROPS FOR CREWS OF 5-9 CREWMEMBERS & MINICREWS

Props that are not an integral part of a crew's "attire" are prohibited (e.g. canes, chairs, lights, backpacks, string, musical instruments and others). Kneepads or other apparatus to aid in the safety and proper execution of a move is allowed but concealed, when possible, so as not to detract from the performance or the judges' concentration on the performance. When in doubt contact Hip Hop International for clarification (info@hiphopinternational.com).

PROPS FOR THE MEGACREW DIVISION ONLY

Props allowed for the MegaCrew division are those that are small enough to be held in one's hand comfortably, easily mobile and are a natural element of the attire and/or are related to the theme or nature of the performance. Props that are placed on the stage or sit on the floor such as chairs, ladders, back drops, set pieces, furniture, etc. are not permitted. It is highly advisable that crews choose carefully whether or not to use a prop and to make sure the prop meets the requirements of acceptability to avoid a high-level deduction. View The deductions section.

Kneepads or any other performing apparatus to aid in the safety and proper execution of a move is allowed but concealed, when possible, so as not to detract from the performance or the judges' concentration on the performance.

HHI acknowledges that the element of surprise and creativity that can be attributed to props may be valuable to the success of a routine. HHI strongly suggests when in doubt about whether a prop is acceptable it is best to email HHI headquarters to confirm (info@hiphopinternational.com).

FULL CREW ON STAGE THROUGHOUT THE ROUTINE (FOR CREWS OF 5-9 CREWMEMBERS & MINICREWS ONLY)

All crewmembers must start together on stage and remain on stage for the entire duration of the routine. There is no entering or exiting the stage by crewmembers at any time. A deduction will be taken for failure to adhere to this.

FULL MEGACREW START & END (MEGACREWS ONLY)

All MegaCrew members must start the routine on stage together for a minimum of thirty (30) seconds and end on stage together for a minimum of thirty (30) seconds. Other than the first thirty (30) seconds and last thirty (30) seconds, MegaCrew members may exit or enter the stage freely for the remainder of the routine.

LATE START

A crew who fails to appear on stage and strike a starting position within twenty (20) seconds after being introduced will be deemed a late start and receive a deduction.

PRE-START

A pre-start occurs when prior to taking the start position; the crew demonstrates excessive introductions or displays for longer than ten (10) seconds after all crewmembers have entered the stage. A deduction will be given.

FALSE START

A false start is a movement made by one or more crewmembers prior to the opening signal/beep/start of music that causes the crew to request a restart.

NO SHOW

A crew who fails to appear on the stage and initiate the starting position within sixty (60) seconds after being called will be declared a "no show" and disqualified.

INCORRECTLY EXITING THE STAGE

Crews must exit from the designated areas only. Jumping or flipping off the stage is prohibited and will result in a deduction.

GRANDSTANDING

Grandstanding is excessive post performance display or posing at the end of the routine. A deduction will be given.

BACKSTAGE CROSSOVERS

Backstage crossovers are prohibited and subject to disqualification. A crossover is defined as traveling behind the stage to get to the other side of the stage, out of sight of the audience.

FALLS

1. Major Fall

- a. A crew member falls from a lift or support that is unrecoverable.
- b. A crew member falls during the performance that is unrecoverable.

2. Minor Fall

- a. A highly noticeable, accidental error during the performance that is recoverable.
- b. A crew member stumbles, trips, or falls during the performance that is recoverable.

LIST OF DEDUCTIONS

PERFORMANCE

- √ Late start – failure to appear on stage within twenty (20) seconds of being introduced 0.07
- √ Grandstanding 0.06
- √ Pre-start – pre-performance display greater than ten (10) seconds 0.08
- √ Fall, trip or stumble/per occurrence – minor 0.05
- √ Fall, trip or stumble/per occurrence – major 0.10
- √ False start/ unsubstantiated 0.26
- √ Unsubstantiated claim resulting in performance restart 1.15

CREWS OF 5-9 CREWMEMBERS & MINICREWS ONLY:

- √ All crewmembers not on stage for the entire performance 1.05

MEGACREWS ONLY:

- √ All MegaCrew members not on stage for a minimum of thirty (30) seconds during the opening and a minimum of thirty (30) seconds at the end of the performance
 - Entire MegaCrew not on stage throughout the first 30 seconds 0.50
 - Entire MegaCrew not on stage throughout the last 30 seconds 0.50

MUSIC

- √ Junior and MiniCrew division routine length (not 1:30 – 1:45) 0.13
- √ Varsity and Adult division routine length (not 2:00 – 2:15) 0.13
- √ MegaCrew division routine length (not 3:00 – 4:00) 0.13
- √ Contains inappropriate language/per occurrence 0.12
- √ Contains derogatory/racial terms /per occurrence 0.15

PROHIBITED MOVES

- v Lewd gestures, comments or movements 0.11
- v Excessive use of cheer, gymnastic or acrobatic moves or overly dangerous moves 1.10
- v Incorrectly exiting the stage 1.00

ATTIRE

- v Clothing/shoes inappropriate 0.04
- v Attire not intact (untied laces/clothing articles falling off, etc.) 0.03
- v Use of body oils, paints or other substances that affect the performance area 0.25
- v Clothing or props tossed into audience/per occurrence 0.09
- v **CREWS OF 5-9 CREWMEMBERS & MINICRE WS ONLY:** Use of props 0.24
- v **MEGACREWS ONLY:** Use of unacceptable props 1.05

SCORING THE ROUTINE

Each routine is evaluated according to the performance and skill criteria for the highest possible total score of 10 points.

PERFORMANCE CRITERIA & POINT VALUE:

PERFORMANCE = 50% OR FIVE (5) POINTS OF THE TOTAL SCORE

The judges will reward routines for incorporating unique and original/creative moves, good usage of the stage, formations, showmanship and authentic presence of dance styles resulting in an entertaining routine that evokes emotional response.

(10%) CREATIVITY

Choreographing and presenting the crew's routine in a unique and one of a kind way with signature moves and combinations of moves that are the crew's alone. Original ways to go to the floor, getting up from the floor, transitions and music selection that sets the crew apart from the other routines. Be special, different and fresh with all aspects of the routine.

(10%) STAGING, SPACING, FORMATIONS, AND LEVEL CHANGES

The crew must demonstrate awareness of spacing between the members through a full range of unique, complicated and challenging formations, interactive partner moves and patterns. The full use of the stage will also be considered. The routine should include three (3) levels of movement (low/mid/high) utilizing arm, hand, leg, foot, torso, and head movements with transitions that are creative and unpredictable.

(10%) SHOWMANSHIP: INTENSITY, CONFIDENCE, PROJECTION & PRESENCE

The routine should contain dynamic movements from beginning to end by the crew as a whole and as individuals with minimal pauses and poses. During featured performances by one or more members of the crew, the remaining members must continue performing movements that add to the overall intensity of the routine. Projection of the crewmembers is consistently strong throughout the entire routine with an uninterrupted display of confidence measured by facial expression, eye contact and body movement. The crewmembers should perform with enthusiasm, passion and a natural ability to “sell it” on stage.

(10%) STYLE PRESENCE & ATTIRE

Style presence is the ability of the crewmembers to demonstrate an authentic and uninhibited representation of their styles of dance. Style presence includes attitude, energy, posture and charisma. Clothing and accessories worn should represent and reflect the real character of the style including its evolution with a unique look that sets the crew apart. Crewmembers do not have to be dressed identical or similar. Individuality of dress is encouraged. Crews may wear stylized clothing representing their routine’s theme. Theatrical costumes and masks are not typical of the urban street/club environments (e.g., storybook characters, animals, Halloween costumes, etc.) and are not recommended. When in doubt contact Hip Hop International for clarification (info@hiphopinternational.com).

(10%) ENTERTAINMENT VALUE/AUDIENCE APPEAL

Crewmembers and their routine should connect with the audience and evoke emotional responses, i.e., excitement, joy, laughter, involvement and /or sense of drama relative to the style presented. The routine should leave a memorable and lasting impression.

SKILL CRITERIA AND POINT VALUE:

SKILL = 50% OR FIVE (5) POINTS OF THE TOTAL SCORE

The judges will evaluate the execution and difficulty of the style(s) performed; popping, locking, breaking, hip hop, house, etc. The judges will consider the quality of movement throughout the routine, including arm, leg and body placement, combinations of three levels; floor, standing and air, and synchronization of the crewmembers.

(10%) MUSICALITY

Performance and choreography corresponding to timing and music usage and the crew’s ability to perform simultaneously to the music. Movements and patterns performed to the simulated sounds of the crewmembers in the absence of recorded music (e.g., foot stomping, hand clapping, vocals, etc.) will also be considered musicality and judged similarly.

Musicality - Beat Technique/Syncopation - The movements within the routine must demonstrate musical structure and style, i.e., using rhythmic variations emphasizing upbeat, downbeat, tempo and accents in single, double, halftime and syncopated musical patterns.

Musicality - Moves Related to Music - Staying in time with the music, moving to the beat of the music, and using identifiable phrases to construct the routine’s choreography.

(10%) SYNCHRONIZATION/TIMING

The movements of the crewmembers are performed in sync; the range of movement, speed, timing and execution of moves are performed by all crewmembers in unison. Peel off or in cannon movements are allowable.

(10%) EXECUTION/CONTROLLED MOBILITY AND STABILIZATION

The crew must maintain control of the speed, direction, momentum and body placement throughout the routine.

(10%) DIFFICULTY OF EXECUTION OF AUTHENTIC DANCE STYLES

Difficulty is measured by the levels of ability demonstrated by all crewmembers in the variety of styles performed. Consideration is given to the number of crewmembers who attempt and successfully complete complex choreography and who demonstrate through their variety of dance styles and their execution an understanding of the foundation and origin of the dance styles. Additional consideration and awarding of difficulty points is given to crews who perform more difficult moves with all or most of their crewmembers. Example: a crew of five who all attempt and clearly accomplish a move will score higher than if one or two crewmembers attempt and complete the move.

(10%) VARIETY OF DANCE STYLES

A crew "identifiably performing" three (3) or more dance styles will receive the maximum of one (1) point or 10%. A crew "identifiably performing" two (2) dance styles will receive a maximum of point five (.5) points. A crew "identifiably performing" one (1) dance style will receive a maximum of point two five (.25) points. Crews should include in their performance a broad selection of dance styles selected from the list provided without excessive use of the same move or patterns. A varied range of styles should be shown in the choreography of arm, leg, and body movements.

LIST OF DANCE STYLES:

The following is a list of street/club/funk dance styles from early foundation to present from which crews are advised to choose from:

- Locking
- Popping
- Breaking
- Whacking
- Punking
- Voguing
- House Dance
- Party Dances or Club Dances (popular or trendy dances)
- Hip Hop Dance
- Krumping
- Stepping/Gumboot Dance
- Dancehall

Traditional dance and folklore are welcome and will be considered part of the dance routine but should be kept to a minimum.

CALCULATING THE FINAL SCORE

1. The highest possible score is ten (10).
2. The final score shall be rounded to the nearest hundredth point.

TIE SCORES

Tie scores will be broken by the following order:

1. The crew with the highest performance score
2. An analysis of the judges' ordinal ranking.

DISCREPANCIES IN THE RULES AND/OR COMPETITION

1. Any problem or discrepancy during a competition will be brought to the attention of the event organizer who will address it with the Head Judge or Judiciary Director, and the respective decision(s) made will be final.
2. Misinterpretation due to translation or interpretation of the rules will be resolved according to the English version. In the event of any discrepancy, the English version of the most current rules will stand.

PROTESTS

Protests are prohibited and will not be accepted regarding any score or result of a decision.

AWARDS CEREMONY

The competition will conclude with a ceremony honoring the crews with the highest total scores. Medals, trophies, ribbons, and/or prizes will be awarded to at least the top three (3) crews in each category of competition.

CODE OF CONDUCT

At all times participants shall conduct themselves in a respectful, responsible and professional manner. HHI reserves the right to disqualify any crew or crewmember for failing to comply with any requirement of participation or exhibiting unsportsmanlike conduct toward the organizers, judges, dancers, sponsors or others (individual or organization) associated with Hip Hop International, its licensees, venues, championships and/or events.

MEDICAL ATTENTION

1. It is the responsibility of the crew, crew leader or crew administrator to report a crewmember's injury or illness to the event organizer(s).
2. If at any time prior to or during competition a crewmember is ill, injured, or his/her physical or emotional condition is at risk by participating, he/she may be declared ineligible to compete, or disqualified from competing further. The event organizer(s), Judiciary Director and/or Head Judge reserves the right to disqualify any crewmember who has such serious disability or injury or needs medical attention.
3. The event organizer(s) reserves the right to request the submittal of a physician's written authorization for a crewmember to compete who is deemed medically or emotionally at risk by the event organizer or medical personnel.

4. The event organizer may require the crew/crewmember(s) to sign an additional release of liability and/or waiver in the case of illness or injury to a crewmember prior to competing.

EXTRAORDINARY CIRCUMSTANCES

INCIDENCES OF EXTRAORDINARY CIRCUMSTANCES

An extraordinary circumstance is an occurrence beyond the control of a crew that affects the crew's ability to perform at the beginning or at any time in a routine. An extraordinary circumstance is not limited to the examples listed below and may be declared at the discretion of the Judiciary Director or Head Judge.

1. Incorrect music is played or cued
2. Music problems due to equipment malfunction
3. Disturbances caused by general equipment failures, i.e. lighting, stage, sound, etc.
4. The realization of or introduction of any foreign object or disturbance into the performance area, just before or during a performance, by an individual or means other than the crew
5. Disruptions caused by venue failure or operating conditions

MANAGEMENT OF EXTRAORDINARY CIRCUMSTANCES

1. It is the responsibility of the dance crew to immediately stop the routine if an extraordinary circumstance occurs. *
2. The event organizer, Judiciary Director and/or Head Judge will review the situation, and upon a confirming decision and correction of the problem, the crew will be reintroduced, return to the stage and restart their routine. If the crew's claim is determined to be unfounded by the Judiciary Director or Head Judge, the crew will be allowed to restart the performance resulting in a 1.0 deduction taken.
3. Claim of an extraordinary circumstance presented by the crew after the routine has been completed will not be accepted or reviewed.

*In the Junior division only, the designated crew leader will be provided with a RED FLAG. The crew leader will be positioned next to the stage and can wave the red flag to alert their crew to stop dancing if he/she feels an instance of extraordinary circumstance has occurred. If it is determined that it is the fault of the event organizer, then the crew will be permitted to perform the routine again without penalty. If it is determined to be the fault of the crew then the crew will be permitted to perform the routine again with a 1.0 deduction taken.

ENTRY CRITERIA • ELIGIBILITY & POLICIES

All participants must abide by the eligibility rules of HHI Canada. Participants entered into any HHI affiliated event and/or continental/world events are responsible for providing accurate personal information and documentation certifying their national eligibility and date of birth.

CREWMEMBER SUSPENSION/DISQUALIFICATION

Falsifying personal information and/or national eligibility documents by a crew, crewmember or representative of a crew is subject to disqualification, suspension and/or other severe penalties deemed necessary by HHI.

NATIONALITY REQUIREMENTS

1. Each crewmember must be a citizen or resident of the country they represent.
2. Proof of citizenship or residency must be validated prior to each competition by the event organizer.
3. A crewmember declaring residency must reside within the country a minimum of six (6) months and must be able to provide official documentation to support such a declaration.

4. A crewmember may not compete for more than two (2) countries within three (3) consecutive years. Note: Failure to correctly provide proof of national eligibility may result in disqualification, suspensions, and/or other severe penalties deemed necessary by HHI.

NUMBER & SELECTION OF DANCE CREWS FOR THE WORLD HIP HOP DANCE CHAMPIONSHIP

All events must be conducted using the Hip -Hop International Rules and Regulations. Dance Crews participating in the World Hip Hop Dance Championship advance either from (a) national qualification rounds within their country produced by Hip Hop International licensees, (b) selections by HHI Licensees when a national qualification is not conducted and/or (c) by special invitation from HHI. Each country may qualify and enter up to three (3) dance crews in each division (Junior, Varsity, Adult, MiniCrew and MegaCrew) to compete in the World Hip Hop Dance Championship.

If one or all of the qualified crews cannot, for whatever reason(s), compete in the World Hip Hop Dance Championship then the dance crew next in line, according to the national final scores, can be selected by the HHI licensee to represent their country. In an instance where there are no qualifying dance crews able to attend the World Hip Hop Dance Championship, the HHI licensee may select another crew pending HHI approval.

FORMS & RELEASES

1. Participants must complete and sign all registration forms. The forms must be returned to the national HHI affiliate office prior to the registration deadline with the appropriate registration fees or registration may be denied.
2. Release of liability: Each participant must sign and submit a release of liability form prior to the competition, releasing HHI, the organizer, their agents, officers, staff and sponsors from liability for any accident or injury occurring to a participant prior to, during, or after an HHI event or competition.
3. Release of likeness: All participants must sign a release of likeness form permitting HHI, its affiliates, the organizer, agents and sponsors to film, videotape, and/or record the participants' performance(s) and event participation for use in all forms of television, motion pictures, home video, internet, social media, radio, press releases, media, public relations, and other promotion/media vehicles whether now known or hereafter devised.