In this document you will find a detailed description about the Rules & Regulation of Hip Hop Unite, the championship structure and the requirements.

RULES & REGULATIONS 2020-2021

CREW COMPETITIONS, BATTLES & DUO

Hip Hop Unite Project Team

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Please note the release date of this updated version:

Name:	Rules & Regulations 2020-2021	
Release date:	December 2019	Ver. 1
	September 2020	Ver. 2 (updated with age requirements for 2021)
	February 2021	Ver. 3 (updated with Section 11)

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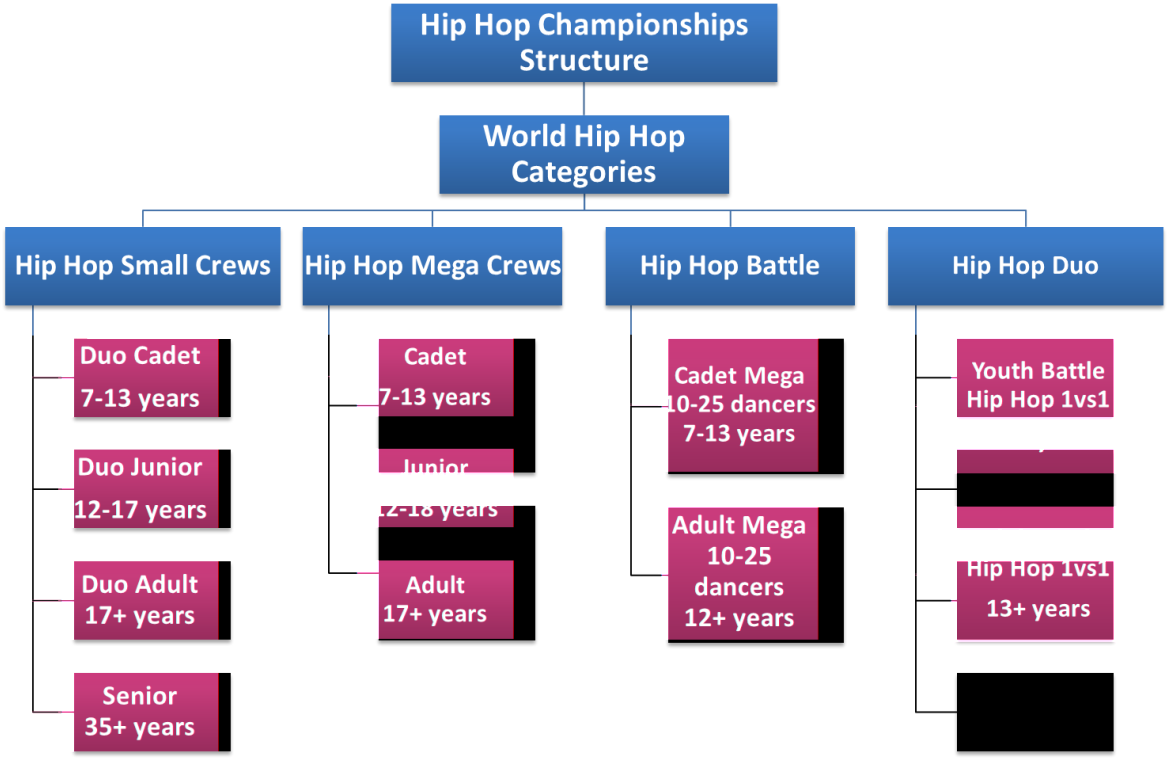
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1 Introduction

Hip Hop Unite is a democratic, non-profit, federation dedicated to Hip Hop and the development of Hip Hop industry, internationally.

The Hip Hop Championship Rules & Regulations and appendices govern all FISAF International Hip Hop Championships.

1.1 Hip Hop Unite Official Championships Structure



1.2 Implementation

These Rules & Regulations will supersede all Rules & Regulations and will be implemented for the period 1st January 2020 to 31st December 2021. Possible amendments and changes will be informed via official special bulletins.

2 Event Requirements (crew competitions)

2.1 Structure - Rounds of Competition

All international competitions in small and mega crew divisions will have three rounds of competition, dependent upon the number of registrations in the competition division:

Preliminary Round	When over 10 crews, will be arranged	Maximum 5 crews/country
Semi-final round	Maximum 20 crews	Maximum 5 crews/country
Final round	Maximum 10 crews	Maximum 5 crews/country

However, the number of competition rounds depends, at international events, on the time table. The Head Judge can decide to change the above structure and limit or increase the number of crews and rounds.

2.1.1 Preliminaries

- The purpose of this round is to find the 20 highest ranked teams to proceed to the semi final round.
- This round will be used to check compliance with the Rules & Regulations. If the routine doesn't comply, the team will be informed straight after the conclusion of this round and they will be invited to meet the head judge to clarify the problems.
- The preliminary round will be used to group the competitors for the semi final round (refer Semi-finals).
- If there are 20 or less entries in the competition division, the Head Judge can decide that there will be no preliminary round and the routines will be checked for compliance to the Rules & Regulations in the first round. In case of 5 or less entries the Head Judge can decide that there will no preliminary and semi-final rounds, thus only the final round.

2.1.2 Semi-finals

- The purpose of this round is to find the 10 top ranked teams to proceed to the final round and to rank the remaining crews in the correct order.

2.1.3 Finals

- The purpose of this round is to find the order of the top 10 crews.

2.2 Performance Order

2.2.1 Preliminary Round

The performance order of the preliminary round is randomly assigned by a drawing of numbers done by the computer system. The number assigned to each crew will be their crew number and the order of performance for the preliminary round.

2.2.2 Semi-final Round

Following the preliminary round a semi-final round will take place and the performance order will again be randomly drawn by the computer.

2.2.3 Final Round

Following the semi-final round a final round will take place. The performance order of crews will be again randomly drawn by the computer.

3 Performance Requirements (crew competitions)

3.1 Crew Size

3.1.1 Crew Size - Small Crew

A crew consists of 5 to 9 members and must retain the minimum number through all rounds of competition, unless authorized by the Head Judge.

3.1.2 Crew Size - Mega Crew

A crew consists of **10 to 25** members and must retain the minimum number through all rounds of competition, unless authorized by the Head Judge.

3.2 Substitution of Crew Members

3.2.1 Substitution - Small Crew

A total of two (2) members can be substituted from the preliminary round to the final round but any change must be authorized by the Head Judge.

3.2.2 Substitution - Mega Crew

A total of four (4) members can be substituted from the preliminary round to the final round but any change must be authorized by the Head Judge.

3.3 Age Divisions

The ages of crew members must adhere to the Age Requirements for Hip Hop Championships.

A brief summary of the Age Divisions:

- Cadet: Ages seven (7) to thirteen (13)
- Junior: Ages twelve (12) to eighteen (18)
- Adult: Ages seventeen (17) and older
- Senior: Ages 35+ and older (1 member can be min. 25 years of age, or two members can be minimum 30 years of age)
- Mega Cadet: Ages seven (7) to thirteen (13)
- Mega Adult: Ages twelve (12) Minimum

HIP HOP UNITE 2021 Hip Hop Age Category – Competition Division by Age			
Age Division	**Born in year**	**Age competitor will become during 2021**	**Competition Division Hip Hop**
ADULT CREW	**2004 or earlier**	**17 and more**	**Hip Hop crews**
JUNIOR CREW	**2009 2008 2007 2006 2005 2004 2003**	**12,13,14,15,16,17,18**	**Hip Hop Crews**
CADET CREW	**2014 2013 2012 2011 2010 2009 2008**	**7,8,9,10,11,12,13**	**Hip Hop Crews**
SENIOR CREW	**1986 or earlier**	**35 and more**	**Hip Hop Crews**
	Note to Senior Division: **One crew members can be minimum 25 years of age (25 and more) or** **Two crew members can be minimum 30 years of age (30 and more)**		
MEGA CREW	**2009 or earlier**	**Min. age 12 years old**	**Hip Hop Megacrews (10-25 members)**
CADET MEGA CREW	**2014 2013 2012 2011 2010 2009 2008**	**7,8,9,10,11,12,13**	**Hip Hop Megacrews (10-25 members)**

- Crews must compete in their Age division, for example a Cadet Crew cannot compete in the Junior Age-Division, a Junior Crew cannot compete in the Adult or Cadet Age-Division.

- Hip Hop Unite, FISAF International and the Event Organizer are not responsible for the individual scheduling of a crew member who is competing in more than one competition category/division.

- Please consider your personal health if wishing to enter many times.

- At national competitions, a current driver's license, student ID or passport indicting date of birth are required.

- For international/world competition passport is required.

3.4 Participation limit

A crew member may not compete in more than one (1) crew per age division per competition.

However, a crew member whose age overlaps 2 categories can join in the 2 different age categories: for example, if a dancer is 12 or 13 years old, he/she can join in 1 cadet team and 1 junior team, and a dancer, who is 17 or 18 years old, he/she can join in 1 junior team and 1 adult team.

3.5 Performance Attire

Competitors are required to wear appropriate attire for their performance. Any clothing suitable to the culture and many styles of Hip Hop is allowed.

Uniforms/Costumes for all crews should be appropriate for the age of the participants performing the routine. No revealing clothing.

Uniforms/Costumes are accepted if they are appropriate to the routine/story. However, theatrical costumes are NOT accepted (fx dressing up like cartoons, movie roles, etc). This is a dance competition and not a show.

Footwear must be clean – shoes mandatory (no bare feet).

Substances applied to the body or clothing that may affect the clean dry surface of the stage and the safety of fellow competitors is prohibited.

For Cadet & Junior divisions please note that costume materials that suggest sexual, deviate, sadomasochistic or other adult themes are prohibited.

Adult dancers should bear in mind that they are the ones setting the trend for the younger dancers, who look up to them and seek inspiration from them. This is why it is very important to be dressed in good taste.

Please note: in case of signing an agreement with a potential sponsors, crews/dancers will be asked not to wear attire with competitive logo's or logo's that are in conflict with sponsors.

Facial Painting:

Expression and facial expression can add a level of authenticity to a performance and elevate it from good to great. "Facial expression is not a costume that you put on. It's a part of you and how you feel."

Facial painting is not recommended and might have a huge negative impact on the attitude / expression, thus affecting the total score/ranking.

3.5.1 Unacceptable Performance Attire/Props

The following are considered to be unsatisfactory attire:

- Costume which is too brief and not considered to be appropriately concealing
- Theatrical attire
- Body oil, Body paint
- Excessive body or hair products which may jeopardize the safety of any crew or changes the floor surface
- No props will be accepted. This includes but is not limited to chairs, balls, chains, etc.
- Attire must not be removed during the performance, including hats, sunglasses or clothing. However, It is allowed to work with the "attire" (lifting the caps), as long as they are kept on the dancer.

  Its not allowed to change the sweater/caps, what so ever between dancers and its not allowed to replace the items, fx place it on the floor.

3.6 Performance Area

3.6.1 Small Crew & Mega Crew

The performance area will be a minimum of 10m x 10m. Athletes should be notified of the specification of the performance area prior to the commencement of the event, if the above size cannot be fulfilled.

3.7 Staying on stage

3.7.1 Small Crew

All dancers must stay on the stage and perform during the whole crew performance.

3.7.2 Mega Crew

In Hip Hop Unite it is NOT allowed for dancers in the Mega Crew Division to leave the stage.

Furthermore, all dancers have to dance during the whole routine. Posing is allowed for few counts, but having a rest as others are dancing is NOT allowed. Remember it is a dance competition, so all crew members must dance.

3.8 False Start / Interruption

A false start is defined as:

1. A technical problem preventing commencement of a performance after the crew has entered the stage
2. A technical problem preventing continuation of a performance once it has started

A false start/interruption is when the circumstances causing it are not within the crew's control. This would include, but is not limited to, damage to the facility, failure of equipment or foreign objects on the stage.

The decision as to whether the false start/interruption will be acceptable will be at the sole discretion of the Head Judge. If it is deemed to be a false start/interruption then the crew will have the option of performing immediately or at the end of the category.

A routine that is not started or is interrupted, without completion, due to the fault of a dancer or the whole crew, is not considered as a false start/interruption. This would include but is not limited to, forgetting a routine, falling down. If not a false start/interruption, the crew will be disqualified.

3.9 Performance Time

3.9.1 Small Crew

For a crew to obtain a maximum possible score, their performance must include: One routine of 2 minutes with a grace period of +/- 5 seconds using suitable music.

3.9.2 Mega Crew

For a crew to obtain a maximum possible score, their performance must include: One routine of 2.30 minutes with a grace period of +/- 5 seconds using suitable music. There are no compulsory elements.

3.9.3 General Info for both Small & Mega Crews

There are no compulsory elements. Competitors should take care to avoid any movement that risks injury to a crew member.

Timing begins with the first audible sound and ends with the last audible sound (this includes a cuing beep if used). The responsibility rests solely with the crew to verify the length of music prior to the competition. Every crew's performance will be timed before or during the preliminary round to ensure that it adheres to the Rules & Regulations.

A tolerance of plus/minus 5 seconds will be accepted outside the performance length. Those crews whose performance music falls outside the period of one minute fifty five seconds to two minutes five seconds (1:55 to 2:05) in Small Crew division and two minutes twenty five to two minutes thirty five seconds (2:25 to 2:35) in Mega Crew division will be penalized by the Judges.

Where a crew wishes to substitute another recording of their performance music, it must first be approved by the head judge and this new recording will be timed during the next round. If this new recording is not according to the time regulation the crew will be penalized by the Judges. The substitution of recording is only possible due to technical issues.

3.10 Performance Music

In an effort to streamline the running of the competition and rather than handing your music to us on CD as you enter the competition, we'd like you to send your music upon registration of your team.

The format must be MP3.

3.10.1 Backup Music

Crews are required to bring at least one (1) CD with your music to the event – JUST IN CASE THERE ARE PROBLEMS WITH THE UPLOADED MP3-TRACK.

The backup-CD should be labeled, being clearly identified with the following:

Category and division, Name of Crew, Country.

When using the backup-CD, there must be only one track with the competition music on it. All music will be retained by the event organizer until the end of the event. Music is allowed only on CD.

In the case where the Head Judge or a crew requests submission of another recording of music, approval must be given by the Head judge to do so. The new recording will be retimed before the next round, to verify that it complies with the Rules & Regulations and when done, it must be authorized for use by the Head Judge.

3.10.2 Floor Testing

The event organizer will provide a schedule for floor and music testing for all categories in the event timetable prior to the preliminary round. We recommend min. 1 min. for each crew, if possible.

3.11 Music Language

Music which contains language, which is deemed not appropriate and/or offensive, by the Head Judge in consultation with the judging panel, will not be acceptable. Crews will have the opportunity of replacing their performance music following the Preliminary round if necessary.

The Judge Panel are now being more strict with the cadet/junior divisions concerning Music Language. Cadets/Juniors cannot be using music language as the Adult division, and be notified that sexual language and routine that is not considered appropriate for cadet/junior dancers will be punished.

Keep in mind that while you may find certain language appropriate, it may be considered offensive to others. If unsure, please contact the chair of HHU Technical Committee (a lot of songs/tracks have a clean version).

Music and songs belonging to a trade mark can’t be used as competition music.

3.12 Judging Panel

The judging panel will consist of five scoring judges plus a Head Judge. There will be at least two specialist Hip Hop judges, if possible, and the remainders will be Hip Hop Unite trained/certified judges, all with extensive dance backgrounds in more than one dance genre.

Each judge will apply a global score out of 10 to give a ranking for each crew. A lead judge will be appointed and their ranking will decide any tied situation.

3.12.1 Head Judge

The Head Judge will oversee the judging panel and is the highest technical authority at a Hip Hop Unite International Competition. The Head Judge is responsible for ensuring consistent and fair application of the Rules & Regulations by the judging panel and overseeing the correct implementation of the judging systems and the tabulation of results. Only if an exceptional situation arises the Head Judge may be a ranking Head Judge.

3.12.2 Hip Hop Judge

The Hip Hop Judge will consider the choreography and styles shown and the way they are interpreted and expressed with the music, performed and presented. The Hip Hop Judge also considers the technical ability of the crew and their ability to look and move together as a crew.

The Hip Hop Judge will apply a score for each crew, after considering the Hip Hop criteria and in comparison to all other crews. The ranking of a crew will be derived from a score out of 10.

3.13 Ranking

The goal of the ranking system is to determine the winner by the majority of placing given by the judging panel, rather than an addition of scores.

For example:

- Crew A: 3 judges have 1st / 2 judges have 2nd
- Crew B: 2 judges have 1st / 3 judges have 2nd

Crew A is the winner

The tabulation system will find the crew with the most first places then the most second and third etc, to determine the final ranking.

3.13.1 Application of Scores and Ranks

Each scoring judge will consider their specific criteria to determine a score out of ten (10) points representing a crew's performance. From this score a crew's rank for each judge is derived.

The ranks applied by all judges for each crew, will determine the placing of the crews for the competition. The crew with the best ranking will be determined the winner.

Please note that scoring/ranking a crew is all about comparison between the crews.

3.14 Notification

After preliminary round, the scores and ranking of the crews that will not be qualified for the semi-final will **NOT** be displayed and/or announced.

After semi-final round, the scores and ranking of the crews that will not be qualified for the final round will **NOT** be displayed and/or announced.

In the finals the announcement of the final ranking will be done in the prize giving ceremony.

After the final round all scores and ranking of all crews will be displayed.

3.15 Tied Ranking

Where two or more crews have exactly the same ranking in a competition round, the positioning will be decided by the ranking from the lead Hip Hop Judge.

4 Hip Hop Criteria (crew competitions)

All movement must be appropriate to and reflective of the various Hip Hop styles and 'moves'.

There is no one definition to describe Hip Hop dance. Hip Hop dance refers to street dance styles primarily performed to Hip Hop music or that have evolved as part of hip-hop culture.

It includes a wide range of styles primarily breaking, locking, and popping which were created in the 1970s. Hip Hop dance is a fusion of street dance disciplines and cultural interpretations from around the world. A Hip Hop dance routine incorporates the look, music, attitude, posture and street dance style to make it uniquely hip-hop. The most real routines showcase a variety of Hip Hop dance styles, signature moves and choreography conveying the character and energy of the street.

The Choreography should display different styles with respect to all of the following criteria:

- **Technique and complexity**
- **Music Expression and Interpretation**
- **Variety and Creativity**
- **Formations and Visual Image**
- **Team Performance and Presentation**

Please keep in mind that the choreography should relate to the criteria and that each criteria is as important as the other. 'Choreography is only as good as its technique, expression and performance.

4.1 Technique and Complexity

- High level of technical ability and quality in all hip hop styles and movements
- Precise, purposeful placement and control of all movements and body parts
- Ease of movement
- Each style should be executed correctly with a high level of technique and in the original manner that the style was intended. It is advised to avoid styles that cannot be executed well by all crew members
- Using many parts of the body and many muscles together at one time
- High level of neuromuscular co-ordination
- Use of complex/difficult moves and styles specific to the various hip hop styles
- Ensuring movements and styles chosen are safe and executed well so as not to risk injury to any crew member

4.2 Music Expression and Interpretation

- Ability to express the music with the dance and styles chosen
- Expression of the culture of hip hop
- Use of music appropriate to the various hip hop styles
- Music and movements should be inseparable
- Good musical timing
- Use of the natural music structure and phrasing such as highs, lows, rhythms, counter tempos, and lyrics/text

4.3 Variety and Creativity

- Creative, unpredictable movements using the entire body
- Use of a variety of different hip hop styles and moves
- Unpredictable original transitions when changing positions of crew members to create formations and a visual image
- Transitions from one style to another should be creative and flow as part of the choreography
- Unpredictable and creative changes in the vertical levels
- Variety in the use of the whole body

4.4 Formations and Visual Image

- Use of the entire crew to create a visual image
- Use of orientations and floor space
- The visual effect of a crew when creating formations and using the vertical levels
- Tricks should be choreographed and not set up or recovered from
- Tricks should not be used to show off but have a purpose in building the choreography

4.5 Team Performance and Presentation

- Same execution level of crew members: All members should perform movements with the same precision
- Display of an over-all high standard in delivery of the entire choreography
- Dynamic energy and intensity throughout performance (selling the choreography)
- Ability to generate excitement, enthusiasm and the mood in relation to the culture of hip hop
- Interactive choreography with crew members
- Staying in time with each other
- Solo performances are discouraged, crew choreography is required
- Attire and appearance suitable to the hip hop/street culture

5 Unacceptable moves (crew competitions)

Any movement that risks injury to a crew member.

Important:
All moves and especially ‘tricks’, should be executed perfectly, without any danger/risk of injury to any crew member. If in doubt of acceptance, consult the Head Judge prior to commencement of the preliminary round.

6 Notification about Criteria (crew competitions)

6.1 Props

Props are not allowed (i.e. canes, chairs, tambourines, musical instruments, helmets).

Attire/Costume may include accessories such as hats, caps, gloves, glasses, etc. Removing pieces of clothing during the performance is not permitted. It is allowed to work with the "attire" (lifting the caps), as long as they are kept on the dancer.

However, its not allowed to change the sweater/caps, what so ever between dancers and its not allowed to replace the items, fx place it on the floor.

6.2 Music Effects

Sounds effects and original compositions are permitted. Crews are highly cautioned and advised against the music becoming too complex with too many edits, sound effects preventing them from exhibiting a clean and continuous Hip Hop dance performance.

6.3 Tricks

Tricks are allowed in the routine. However, judges are looking for correct technique, confidence, and performance quality. Tricks are ok, if they are part of the routine. However, its not about multiple turns or tricks. Judges want to see a well-rehearsed, polished routine.

The more technically strong a dancer is the better the dance will be. The tricks are nice and do have a place in their dance, however, judges always look for clean dance transitions into a trick, the preparation of tricks, good dance combinations that will make up the body of the dance being performed and if tricks have a "purpose" in choreography and in connection with music interpretation.

6.4 Solo Performance

Solo performances are discouraged, crew choreography is required.

Hip Hop crew performance is about collective skills. In short, each member should be able to perform dance moves in precise harmony and sync with other group members. This team unity is important in crew performances.

However, a dancer or dancers are allowed to perform certain styles, jumps, splits, flips, and other moves by themselves. This should be short consequences and connected with the team routine. If the same dancer(s) is performing all the tricks, special moves or special styles, this might also be considered as solo performance. However, despite the length of the solo performance, the score/ranking is always based on comparison of the crews.

6.5 Styles (Number of styles)

In Hip Hop Unite there are no limitations, or minimum/maximum number of styles that must be performed in the routine to receive Variety points. However, a crew should avoid excessive use of the same moves or patterns.

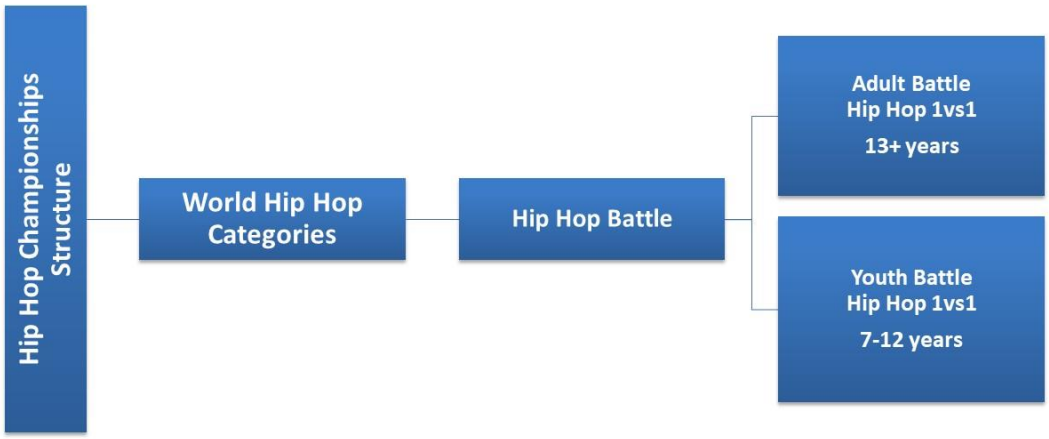
7 Hip Hop Unite Battle

Hip Hop Unite Battle is a 1 vs 1 battle and is open to all dancers, male and female. For the moment we are offering 1 vs 1 Hip hop battle (13+) and Youth Battle Hip Hop 1vs1 (7-12 years).

Battle is the key nutrient for Hip Hop culture. And the ingredients in a Hip-Hop battle are originality, creativity, skill, execution, passion, enjoyment, and style.

7.1 Competition System Battle

Below is a diagram which explains the Hip Hop Unite Battle competition structure.



7.2 Implementation (Battle)

These Technical Regulations will supersede all Technical Regulations and will be implemented for the period 1st of January 2020 to 31st of December 2021. Possible amendments and changes will be informed via official special bulletins.

7.3 Championship Resources (Battle)

The Battle Technical Regulations together with the Hip Hop Unite Event Policy contain all information which governs policies, rules of competition and procedures for Hip Hop Unite international competition.

7.4 Performance Requirements (Battle)

7.4.1 1 vs 1 battle

1 battle where each dancer will be challenged to dance to the unpredictable, varied beats of a live DJ.

7.4.2 Music

The music genre will change for each dancer and can range from any genre of music such as rap, pop, break beats, funk, electronica, house music, etc...

As Hip Hop Unite is only arranging 1vs1 Hip Hop Battle the music genre will off course be appropriate to Hip Hop.

7.4.3 Round of Dance

- Each round will consist of 2 solo dancers who will battle one another facing each other.
- During the preliminary rounds, the DJ will play one song for each of the 2 dancers.
- Each dancer in the preliminary rounds will have the opportunity to dance for approx. 45 sec. – There are 2 rounds for the preliminary.
- Judges will choose 1 dancer from each round to advance to the next round until the battle progresses to 2 final dancers.
- The final 2 dancers might have 2 or 3 songs each to impress the judges (depending on the no. of dancers in the competition).

Please note, If there are more than 40 participants in the Hip Hop battle 1vs1 at Hip Hop Unite European or Hip Hop Unite World Championships, the Chair of Hip Hop Unite can require the contestants to showcase a dance performance in order to preselect.

At national championships the decision lies at the head judge.

- A preselect round is a showcase:

  DJ will play the music for around 30 sec, so each danser is able to absorb the music/beat – Hereby each dancer will do their showcase one by one.

Judges will then select 16 or 8 dancers to battle for the championship, depending on the number of pre-selection dancers.

Please note: The round of dance, the timing, the number of participants, the pre-selection, etc. might be subject to change if the head judge find this necessary due to certain circumstances (eg. Time table).

7.4.4 Judges

The Battle Competition will be judged by a panel of three (3) judges. There will be no point system for the battles. The judges are looking for the person that encompasses all the below criteria.

Immediately after each battle judges raise their hands to the winner's side. Only the winning dancer proceed to the next round. Dancers that lose in the semifinal, battle for 3rd place.

Judges can ask for extra passages after a battle.

Judges decision is FINAL and IRREVOCABLE.

7.4.5 Usage of Props

Usage of props is not allowed. However, dancing/playing with cap, shoes, clothes are allowed.

7.4.6 Unacceptable behaviour, moves, etc

Number 1 rule in battle: No Touching. It is allowed to taunt, burn (hand gestures), insult, etc, the oponent, but absolutely no touching.

Any movement that risks injury to a dancer might be considered unacceptable by the judge panel.

7.4.7 Disqualification - Battle

A dancer shall be disqualified for disrespectful behavior, obstructing opponents, use of alcohol and drugs.

Participant who do not turn up or are late for the competition(s) will be deemed disqualified.

7.5 Criteria (Battle)

Each dancer will be judges on the following criteria:

- **Originality and Creativity**

  The judges will look for overall originality with movement, transitions and dance styles. You should present your performance in a unique way. Be special, different

and fresh with all aspects of your routine. Competitor should be versatile and have good musicality.

Add your flavour – some something extraordinary.

- **Technique**

  The judges will evaluate each competitor based on the style, difficulty of movements and the execution of each movement and body placement. The participant must maintain control of the speed, direction and momentum.

- **Musicality**

  Your dance movements should complement the music played and flow with the style of this competition. The competitors' musicality is judged on how frequently they are able to hit both major and minor accents created by various instruments within the song.

  Its about improvisation and interaction with the music.

- **Showmanship and Stage Presence and Overall Presentation**

  The judges will evaluate based on attitude, energy, intensity and presence as well as a connection with the audience. This can be displayed through facial expression, eye contact, body movement and choreography. Show us your X factor!

  Its all about Entertainment, Performance and the connection with the audience.

  Do not mess up the stage.

- **Responses**

  How does the dancer react on what the opposite has given.

Important:

Battle is about battling against eachother, and not for the audience or judges.

7.6 Qualification for International Championships (Battle)

To be eligible for the Hip Hop Unite European or World battle sanctioned events, a competitor must be nominated by the Hip Hop Unite International Member of the country of which they are a citizen.

They must adhere to the official National Nomination procedure of that country. Foreign (not a citizen) competitors with residency in another country other than their own, can

take part in the above mentioned international events, only if they have fulfilled the National Nomination procedures of the country they wish to represent.

If both countries are Hip Hop Unite International Members then both countries have to agree and accept to allow the competitor to compete.

There are no max. number of dancers from each member country that are qualified for the Hip Hop Unite European and World Battle Championships.

Hip Hop Unite Battle is a 1 vs 1 battle and is open to all dancers, male and female. Note that Hip Hop Unite offer two divisions; Adult (min. age is 13 years) and Youth (age from 7-12 years).

7.7 Unacceptable moves (Battle)

Any movement that risks injury to a crew member.

Important:
All moves and especially 'tricks', should be executed perfectly, without any danger/risk of injury to any crew member. If in doubt of acceptance, consult the Head Judge prior to commencement of the preliminary round.

8 Duo competitions

Hip Hop Duo is composed of two (2) dancers where both of them can be males, females or mixed for each Age Division.

8.1 Structure - Rounds of Competition (Duo)

All international competitions will have min two rounds of competition depending upon the number of registrations in the competition division:

Preliminary Round	When over 20 duo's, will be arranged
Semi-final round	Maximum 15 duo's
Final round	Maximum 7 Duo's

However, the number of competition rounds depends, at international events, on the time table. The Head Judge can decide to change the above structure and limit or increase the number of crews and rounds.

For duo divisions the maximum duos/country as follows:

All rounds	As of 1st January 2020 this is valid	Maximum 5 duos/country

8.1.1 The competiton rounds

- The purpose of the preliminary round is to find the 15 highest ranked duo's to proceed to the semi final round.
- The purpose of the semi-final round is to find the 7 top ranked duo's to proceed to the final round.
- The purpose of this Final is to find the order of the top 7 duo's.

These rounds will be used to check compliance with the Rules & Regulations .

8.2 Performance Order (Duo)

8.2.1 Preliminary Round

The performance order of all the rounds is randomly assigned by a drawing of numbers done by the computer system. The number assigned to each duo will be their duo number and the order of performance for the specific round.

8.3 Performance Requirements (Duo)

8.3.1 Age Divisions

The ages of duo members must adhere to the Age Requirements for Hip Hop Championships. A brief summary of the Age Divisions:

- Cadet: Ages seven (7) to thirteen (13)
- Junior: Ages twelve (12) to seventeen (17)
- Adult: Ages seventeen (17) and older
- Senior: Ages 35+ and older

HIP HOP UNITE 2021 Hip Hop Duo Age Category – Competition Division by Age			
Age Division	**Born in year**	**Age competitor will become during 2021**	**Competition Division Hip Hop**
DUO ADULT	**2004 or earlier**	**17 and more**	**Hip Hop Duo**
DUO JUNIOR	**2009 2008 2007 2006 2005 2004**	**12,13,14,15,16,17**	**Hip Hop Duo**
DUO CADET	**2014 2013 2012 2011 2010 2009 2008**	**7,8,9,10,11,12,13**	**Hip Hop Duo**
DUO SENIOR	**1986 or earlier**	**35 and more**	**Hip Hop Duo**

- Duo's must compete in their Age division, for example a Cadet duo cannot compete in the Junior Age-Division, a Junior duo cannot compete in the Adult or Cadet Age-Division. (exception: if the 2 members of the duo are born in 2004, they can compete in Cadet or Junior, if the 2 members are born in 2000, they can compete in Junior or Adult)

- Hip Hop Unite, FISAF International and the Event Organizer are not responsible for the individual scheduling of a duo member who is competing in more than one competition category/division.

- Please consider your personal health and fitness if wishing to enter many times.

- At national competitions, a current driver's license, sudent ID or passport indicting date of birth are required.

- For international/world competition a copy of a birth certificate or passport are required.

8.3.2 Participation limit

A duo member may not compete in more than one (1) duo per age division per competition.

8.3.3 Performance Attire

Competitors are required to wear appropriate attire for their performance. Any clothing suitable to the culture and many styles of Hip Hop is allowed.

Uniforms/Costumes for all duo's should be appropriate for the age of the participants performing the routine. No revealing clothing.

Uniforms/Costumes are accepted if they are appropriate to the routine/story. However, theatrical costumes are NOT accepted (fx dressing up like cartoons, movie roles, etc). This is a dance competition and not a show.

Footwear must be clean – shoes mandatory (no bare feet).

Substances applied to the body or clothing that may affect the clean dry surface of the stage and the safety of fellow competitors is prohibited.

For Cadet & Junior divisions please note that costume materials that suggest sexual, deviate, sadomasochistic or other adult themes are prohibited.

Adult dancers should bear in mind that they are the ones setting the trend for the younger dancers, who look up to them and seek inspiration from them. This is why it is very important to be dressed in good taste.

Facial Painting: Expression and facial expression can add a level of authenticity to a performance and elevate it from good to great. "Facial expression is not a costume that you put on. It's a part of you and how you feel." Facial painting is not recommended and might have a huge negative impact on the attitude / expression, thus affecting the total score/ranking.

8.3.4 Unacceptable Performance Attire/Props

The following are considered to be unsatisfactory attire:

- Costume which is too brief and not considered to be appropriately concealing
- Theatrical attire
- Body oil, Body paint
- Excessive body or hair products which may jeopardize the safety of any crew or changes the floor surface
- No props will be accepted. This includes but is not limited to chairs, balls, chains, etc.
- Attire must not be removed during the performance, including hats, sunglasses or clothing. However, It is allowed to work with the "attire" (lifting the caps), as long as they are kept on the dancer.

  Its not allowed to change the sweater/caps, what so ever between dancers and its not allowed to replace the items, fx place it on the floor.
- Please note: in case of signing an agreement with a potential sponsors, crews/dancers will be asked not to wear attire with competitive logo's or logo's that are in conflict with sponsors.

8.3.5 Performance Area Duo

The performance area will be a minimum of 5m x 5m.

8.3.6 False Start / Interruption

A false start is defined as:

3. A technical problem preventing commencement of a performance after the duo has entered the stage
4. A technical problem preventing continuation of a performance once it has started

A false start/interruption is when the circumstances causing it are not within the duo's control. This would include, but is not limited to, damage to the facility, failure of equipment or foreign objects on the stage.

The decision as to whether the false start/interruption will be acceptable will be at the sole discretion of the Head Judge. If it is deemed to be a false start/interruption then the duo will have the option of performing immediately or at the end of the category.

A routine that is not started or is interrupted, without completion, due to the fault of a dancer, is not considered as a false start/interruption. This would include but is not limited to, forgetting a routine, falling down. If not a false start/interruption, the duo will be disqualified.

8.3.7 Performance Time

Performance Time is 1.15-1.30 minutes for a duo. Timing begins with the first audible sound and ends with the last audible sound (this includes a cuing beep if used).

Where a duo wishes to substitute another recording of their performance music, it must first be approved by the head judge and this new recording will be timed during the next

round. If this new recording is not according to the time regulation the duo will be penalized by the Judges. The substitution of recording is only possible due to technical issues.

8.3.8 Performance Music

Upon registration of your Duo, please upload your music in MP3-format via our website.

Back-up Music:

- Duo's are required to BRING AT LEAST ONE (1) CD WITH THEIR MUSIC TO THE EVENT – JUST IN CASE THERE ARE PROBLEMS WITH THE UPLOADED MP3-TRACK.
- The backup-CD should be labeled, being clearly identified with the following:
- Category and division, Name of Duo, Country.
- When using the backup-CD, there must be only one track with the competition music on it. All music will be retained by the event organizer until the end of the event. Music is allowed only on CD.
- In the case where the Head Judge or a duo requests submission of another recording of music, approval must be given by the Head judge to do so. The new recording will be retimed before the next round, to verify that it complies with the Rules & Regulations and when done, it must be authorized for use by the Head Judge.

8.3.9 Music Language

Music which contains language, which is deemed not appropriate and/or offensive, by the Head Judge in consultation with the judging panel, will not be acceptable. Duo's will have the opportunity of replacing their performance music following the Preliminary round if necessary.

The Judge Panel are now being more strict with the cadet/junior divisions concerning Music Language. Cadets/Juniors cannot be using music language as the Adult division, and be notified that sexual language and routine that is not considered appropriate for cadet/junior dancers will be punished.

Keep in mind that while you may find certain language appropriate, it may be considered offensive to others. If unsure, please contact the chair of HHU Technical Committee (a lot of songs/tracks have a clean version).

Music and songs belonging to a trade mark can't be used as competition music.

8.3.10 Judging Panel

The Judging panel will consist of 4 scoring judges. Each judge will apply a global score out of 10 to give a ranking for each duo.

The Head Judge will oversee the judging panel and is the highest technical authority at a Hip Hop Unite International Competition. The Head Judge is responsible for ensuring consistent and fair application of the Rules & Regulations by the judging panel and overseeing the correct implementation of the judging systems and the tabulation of results.

8.3.11 Ranking

The goal of the ranking system is to determine the winner by the majority of placing given by the judging panel, rather than an addition of scores.

The tabulation system will find the duo with the most first places then the most second and third etc, to determine the final ranking.

8.3.12 Notification

After preliminary round, the scores and ranking of the duo's that will not be qualified for the semi-final will **NOT** be displayed and/or announced.

After semi-final round, the scores and ranking of the duo's that will not be qualified for the final round will **NOT** be displayed and/or announced.

In the finals the announcement of the final ranking will be done in the prize giving ceremony.

After the final round all scores and ranking of all duo's will be displayed.

8.4 Tied Ranking (Duo)

Where two or more duo's have exactly the same ranking in a competition round, the positioning will be decided by the ranking from the Head Hip Hop Judge.

8.5 Hip Hop Criteria (Duo)

All movement must be appropriate to and reflective of the various Hip Hop styles and 'moves'.

There is no one definition to describe hip-hop dance. Hip-hop dance refers to street dance styles primarily performed to hip-hop music or that have evolved as part of hip-hop culture.

The Choreography should display different styles with respect to all of the following criteria:

8.5.1 Technique and Complexity

- High level of technical ability and quality in all hip hop styles and movements
- Precise, purposeful placement and control of all movements and body parts
- Ease of movement
- Each style should be executed correctly with a high level of technique and in the original manner that the style was intended. It is advised to avoid styles that cannot be executed well by both dancers
- Using many parts of the body and many muscles together at one time
- High level of neuromuscular co-ordination
- Use of complex/difficult moves and styles specific to the various hip hop styles

- Ensuring movements and styles chosen are safe and executed well so as not to risk injury to any dancer

8.5.2 Music Expression and Interpretation

- Ability to express the music with the dance and styles chosen
- Expression of the culture of hip hop
- Use of music appropriate to the various hip hop styles
- Music and movements should be inseparable
- Good musical timing
- Use of the natural music structure and phrasing such as highs, lows, rhythms, counter tempos, and lyrics/text

8.5.3 Variety and Creativity

- Creative, unpredictable movements using the entire body
- Use of a variety of different hip hop styles and moves
- Unpredictable original transitions when changing positions as a duo to create formations and a visual image
- Transitions from one style to another should be creative and flow as part of the choreography
- Unpredictable and creative changes in the vertical levels
- Variety in the use of the whole body

8.5.4 Formations and Visual Image

- Work together as a duo to create a visual image
- Use of orientations and floor space
- The visual effect of a duo when creating interactions and using the vertical levels
- Tricks should be choreographed and not set up or recovered from
- Tricks should not be used to show off but have a purpose in building the choreography

8.5.5 Team Performance and Presentation

- Same execution level of both dancers: both dancers should perform movements with the same precision
- Display of an over-all high standard in delivery of the entire choreography
- Dynamic energy and intensity throughout performance (selling the choreography)
- Ability to generate excitement, enthusiasm and the mood in relation to the culture of hip hop
- Attire and appearance suitable to the hip hop/street culture

8.5.1 Interaction between dancers

- In Hip Hop Unite, Interactive choreography with both dancers and staying in time with each other are very important. Dance is a visual, socially organized form of communication. Interactive dance is important as it can increase the potential for dancers interpretation, and can lead to a dancer's increased awareness and control of body movement.

8.6 Unacceptable moves (Duo)

Any movement that risks injury to a duo member.

Important:
All moves and especially 'tricks', should be executed perfectly, without any danger/risk of injury to any duo member. If in doubt of acceptance, consult the Head Judge prior to commencement of the preliminary round.

8.7 Notification about Criteria (Duo)

8.7.1 Props

Props are not allowed (i.e. canes, chairs, tambourines, musical instruments, helmets).

Attire/Costume may include accessories such as hats, caps, gloves, glasses, etc. Removing pieces of clothing during the performance is not permitted. It is allowed to work with the "attire" (lifting the caps), as long as they are kept on the dancer.

However, its not allowed to change the sweater/caps, what so ever between dancers and its not allowed to replace the items, fx place it on the floor.

8.7.2 Music Effects

Sounds effects and original compositions are permitted. Duo's are highly cautioned and advised against the music becoming too complex with too many edits, sound effects preventing them from exhibiting a clean and continuous Hip Hop dance performance.

8.7.3 Tricks

Tricks are allowed in the routine. However, judges are looking for correct technique, confidence, and performance quality. Tricks are ok, if they are part of the routine. However, it's not about multiple turns or tricks. Judges want to see a well rehearsed, polished routine.

The more technically strong a dancer is the better the dance will be. The tricks are nice and do have a place in their dance, however, judges always look for clean dance transitions into a trick, the preparation of tricks, good dance combinations that will make up the body of the dance being performed and if tricks have a "purpose" in choreography and in connection with music interpretation.

8.7.4 Solo Performance

Solo performances are discouraged, duo choreography is required.

Hip Hop duo performance is about collective skills. In short, each member should be able to perform dance moves in precise harmony and sync with his/her dance partner. This unity is important in duo performances.

However, a dancer or dancers are allowed to perform certain styles, jumps, splits, flips, and other moves by themselves. This should be short consequences and connected with the routine. If the same dancer(s) is performing all the tricks, special moves or special styles, this might also be considered as solo performance. However, despite the length of the solo performance, the score/ranking is always based on comparison of the duo's.

8.7.5 Styles

In Hip Hop Unite there are no limitations, or minimum/maximum number of styles that must be performed in the routine to receive Variety points. However, a duo should avoid excessive use of the same moves or patterns.

9 General Requirements – all categories

9.1 Code of Conduct

Hip Hop Athletes are obligated to follow the good spirit of the sport and ethical values of the sport, the principles of Fair Play, National and International Anti-Doping Codes and other rules and regulations that are in force.

Fair Play is often referred to as "the spirit of sport", it is essence of Olympism; it is how we play true. The spirit of sport is the celebration of the human spirit, body and mind, and is characterized by to following values:

- **Ethics, fair play and honesty**
- **Health**
- **Excellence in performance**
- **Character and education**
- **Fun and joy**
- **Teamwork**
- **Dedication and commitment**
- **Respect for rules and laws**
- **Respect for yourself and other participants**
- **Courage**
- **Community and solidarity**

9.2 FISAF International and Anti-Doping

FISAF International condemns the use of performance enhancing drugs and doping practices because it is contrary to the ethics of sport and potentially harmful to the health of athletes. Those found to have engaged in a doping practice are liable to sanctions by FISAF International.

For the purpose of this Policy a doping practice is: the taking of substances or use ofmethods prohibited by WADA as referred to on the WADA List of Doping Classes and Methods; or assisting, or being involved in a doping practice.

The information of the prohibited substances and methods can be found on the WADA (World Anti-Doping Agency), www-pages: https://www.wada-ama.org/

When drug testing is conducted at an FISAF International sanctioned event, all crews must make themselves available for testing.

10 Disqualification

10.1 Disqualification Procedure

In order to disqualify a crew/duo a Head Judge must comply with the following procedure. Disqualification only applies to those circumstances as specified in the Rules & Regulations.

10.1.1 Preliminary Round

The Head Judge gives a written warning to a crew that they are in breach of the Rules & Regulations or Code of Conduct and in pursuing this breach may lead to disqualification. This written warning must be signed by the Head Judge, the original given to the crew and a copy kept for the competition records.

10.1.2 Semi-final Round

Where a crew/duo, previously warned by the Head Judge, continues to breach the Rules & Regulations or Code of Conduct, the Head Judge is authorized to disqualify a crew/duo from a competition.

Where a crew/duo is disqualified, the Head Judge will give a written notice to the tabulator to remove a crew's results. The Head Judge will then notify the crew/duo of their disqualification.

10.2 Protests

Where extraordinary circumstances occur a protest must be lodged, to the Head Judge, within 1 hour of the closure of the current category. Protests will be considered by any Technical Committee members present and Head Judge with the decision of this group being final.

11 Pandemic's impact on HHU Events 2021

11.1 The Coronavirus Outbreak

The coronavirus outbreak has had a major impact on the entire event industry already, forcing event organizers to cancel or postpone their competitions, conventions, trade shows and conferences. While the situation is evolving rapidly and the full impact on event stakeholders and the wider economy is just beginning to be felt, Hip Hop Unite has responded to the crisis by not cancelling some events, but rather remaking them as digital Events.

11.1.1 Shifting business model

Translating from physical to virtual events is challenging creatively, technically and financially. However, the safety of our community is a top priority.

11.1.2 HHU European Championships 2021

In light of the health safety recommendations, we will deliver our annual HHU European Championships 2021 as a digital event. We look forward to bringing together our dancers in this new virtual format.

We are working with industry leaders to produce an online competition that provides real value in these extraordinary times. We are bringing international judges and workshops to the show, and this will be a journey you will not want to miss.

The regulations, rules and structure remain the same.

11.2 Official Championships

As the HHU European Championhips 2021 will be virtual, we confirm that this event will be an Official Hip Hop Unite European Championships.

The winners of each category will be awarded the title of HHU European Champions, thus also the ranking will be ranking according to official HHU European championships.