

UK Hip Hop Dance Championships



Competition Rules - Team and MegaTeam

Note: It is the sole responsibility of the competitors to read the published rules. This document is a comprehensive list of all rules and guidelines. By entering you are explicitly acknowledge that you have read and accept the complete rules and guidelines.

A Winning Hip Hop Dance Routine

The highest scoring hip hop dance routine contains a variety of street dance styles, showmanship, original signature moves, engaging music and a demonstration of continuous and uninterrupted complete body (head to toe) hip hop dance choreography.

Composition of a Team and a MegaTeam

1. A Team consists of a minimum fifteen (5) to a maximum of forty (14) members and may be made up of any combination of males and females.
2. A MegaTeam consists of a minimum fifteen (15) to a maximum of forty (40) members and may be made up of any combination of males and females.

Age Requirement

75% of the team must be within the teams age division. 25% may be no more than 2 (two) years older than the top age of that division e.g. a junior team may consist of 10 (ten) dancers aged 7 (seven)-12 (twelve) and 4 (four) dancers aged up to 14 (fourteen). Members must be at the required age at any point during the competition year.

There is no minimum or maximum age limit for a MegaTeam; A MegaTeam can be comprised of any combination of ages.

Participation Limit

A Team or MegaTeam member may not compete in more than one (1) Team or MegaTeam per competition however a member may compete in both 1(one) team and 1(one) MegaTeam in the same competition.

Nationality Requirements

Each MegaTeam member must be a citizen or resident of the country they represent.

A Team or MegaTeam member declaring residency must reside within the country a minimum of six months and must be able to provide official written documentation to support such a declaration. A Team/MegaTeam member may not compete for more than two (2) countries within three (3) consecutive years.

Forms and Releases

Entrants must complete and/or sign all forms, including but not limited to registration, music, and insurance information. The forms and appropriate fees must be returned prior to the registration deadline.

Release of Liability: Each Team or MegaTeam member must sign and submit a release of liability form prior to the competition, releasing HHI UK, idance®, the organizer, their agents, officers, staff and sponsors from liability for any accident or injury occurring to a Team or MegaTeam member prior to, during, or after a HHI UK/idance® event or competition. Online registration explicitly releases liability as noted above.

Release of Likeness: All Team and MegaTeam members may be required to sign a separate release permitting HHIUK/idance® and the competition organizer, agents or sponsors to film, videotape, and/or record the Team or MegaTeams performance(s) and event participation for use in television, motion pictures, home video, internet, radio, press releases, media, public relations, etc.

Membership: Each Team or MegaTeam member must be a member of the UKSDA (UK Street Dance Association) - Standard membership is free. Studio or Business Membership is £25/annum. Registration number must be included on entry form or verified by HHIUK prior to competition. To apply for membership follow go to <http://www.hiphopinternational.co.uk/uksda>

Entry Changes, Additions, Substitutions

For circumstances beyond the control of the Team or MegaTeam member(s), including situations effecting defending champions, substitutions of participants in the Team MegaTeam may be made.

1. A maximum of 3 substitutions will be permitted for Teams consisting of 5 to 14 Team members and a maximum of 5 substitutions for MegaTeams comprised of 15 to 40 MegaTeam members.
2. A Team or MegaTeam may also elect not to substitute its missing member(s) as long as the Team does not go below five (5) members or, in the case of MegaTeams, below fifteen (15) members.
3. You must notify the event organiser and the event organizer and/or the competition technical director must be and approve of the changes. Failure to notify may result in disqualification or being stripped of a title.
4. A Team or MegaTeam may increase their size by adding more members if done so prior to the registration deadline and provided the Team or MegaTeam does not exceed the maximum number of members. The national HHI office/director must be notified of the change.

Competition Floor

The standard competition floor is 30' x 30' (9.1 meters x 9.1 meters) for all championship events. The competition organizer may adjust the size of the performance floor and must notify all participants in advance of the competition.

Attire*

1. Attire may include accessories such as hats, caps, gloves, scarves, jewellery, etc.
2. Removing pieces of clothing during the performance is permitted provided it is not offensive. Discarded clothing should be placed outside the competition area and never thrown off the stage into the audience.
3. Clothing may be deemed inappropriate especially for overexposure and/or age appropriateness. Body oils or other substances that may affect the clean dry surface of the stage and the safety of fellow competitors are prohibited.

4. MegaTeams may wear dance/stomp boots, street shoes, sneakers or athletic sport shoes.
5. All footwear must have clean, non-scuff soles.
6. Tap shoes, jazz shoes, high-heeled shoes and bare feet are prohibited.

Props/Safety Apparatus

1. Props allowed for the Team and MegaTeam are those that are small enough to be held in one's hand comfortably, easily mobile and are an element of the attire and/or are related to the theme or nature of the performance.
2. Props that are placed on the stage or laid to rest on the floor such as chairs, ladders, back drops, set pieces, furniture, etc. are not permitted. It is highly advised that Teams and MegaTeams 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. The deduction for using props that are not permitted is 1.0
3. 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.
4. When in doubt contact Hip Hop International UK for clarification at entries@hipopinternational.co.uk. (Please allow at least 7 days for a response, although most answers take less). In the event that Hip Hop International UK is unable to respond before the performance Team or MegaTeam may choose to use a prop at their own risk.

Medical Attention

1. It is the responsibility of the Team/MegaTeam, coach or administrator to report a member's injury or illness to the event organizer(s).
2. If at any time prior to or during competition a participant 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 competition organizer(s) reserves the right to withdraw any competitor who appears to have such serious disability or injury or needs medical attention.
3. The competition organizer(s) runs an inclusive event however, for the safety of the participants and audience, the competition organiser reserves the right to request the submittal of a physician's written authorization for a Team or MegaTeam member to compete if deemed medically, physically or emotionally at risk by the competition organizer. Failure of the competition organiser to request medical authorisation or declare a participant ineligible does not pass liability to HHI UK, idance®, the organizer, their agents, officers, staff and sponsors, nor invalidate the waiver of liability.

Performance Music Requirements

1. Music Length Teams 2:00 plus or minus 5 seconds (1:55 - 2:05) MegaTeams 3:30 plus or minus 30 seconds (3:00-4:00) Timing begins with the first audible sound (includes cueing beep) and ends with the last audible sound. Routine length (music) that is less than (<) three minutes (03:00) or is greater than (>) four minutes (04:00) will receive a deduction.
2. The routine must be performed, in its entirety, to music selected, prepared and provided by the MegaTeams.
3. A MegaTeam's competition music must be recorded on a CD and be the only piece of music recorded on the CD.

4. The CD must be in good condition containing no scratches. It is a Team or MegaTeam's responsibility to keep a backup CD available at all times for use.
5. The MegaTeam name and division must be printed on the CD.
6. There is no maximum or minimum number of songs or recordings that may be used in the routine. The songs may be edited to enhance choreography and personal performance.
7. Sound effects and original compositions are permitted. Caution is advised against the music becoming too complex with too many edits, sound effects or songs preventing a clean and tight performance, which can negatively impact the total score.
8. The competition music must not contain inappropriate, lewd or offensive language.
9. Music edits or changes - A Team or MegaTeam may edit or substitute its original music when advancing from one round to another. The change/edit must be made and provided to the competition organizer within the allotted time permitted by the competition organiser. During the UK Hip Hop Dance Championship or regional event the cut-off time for music (CD) substitution or change is no less than two (2) hours prior to the start of the next round(s) and no less than ten (10) hours prior to the start of the final round of competition in a two (or more) day competition. No changes or edits will be accepted beyond this time period.
10. Teams or MegaTeams may be required to provide the following music information in writing to the competition organizer(s) prior to the event for each song used in the routine:
 - a. Title
 - b. Artist
 - c. Composer
 - d. Publisher
 - e. Recording Company

Due to varying copyright laws, the competition organizer(s) do not guarantee that a Team or MegaTeam's music will be used at live events, on television, film or theatrical broadcasts or other distribution mediums. The competition organizer(s) reserve the right to ask the participants to replace the music for one that is acceptable or the organizer may substitute a Team or MegaTeam's music for another piece of music of the organizer's choice for such situations.

Routine Changes

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

Scoring the Routine

The performance is evaluated according to the Performance and Skill criteria for the highest possible total score of 10 points. Judges will assess the performance and skill of the crew through the weakest crewmember. Crews should be aware that having a younger member that isn't clearly as strong as his/her crewmembers may lower the crew's overall score.

Performance criteria and point value:

Performance = 50% or five points of the total score

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

Skill criteria and value:

Skill = 50% or five 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 MegaCrewmembers.

List of Deductions

PERFORMANCE

All members not on stage for a minimum of 30 seconds during the opening and completion of the performance 1.0

Late Start - failure to appear on stage within 20 seconds of being announced .05

Grandstanding .05

Pre start - pre-performance display greater than ten (10) seconds .05 Fall trip or stumble/per occurrence – Major .1

Fall trip or stumble/per occurrence – Minor .05

False start/unsubstantiated .25

Unsubstantiated claim resulting in performance restart 1.0

MUSIC

Music under minimum or over maximum length– 6 - 10 seconds - .1 Music under minimum or over maximum length– over 10 seconds - .5

Contains inappropriate language .2

PROHIBITED MOVES

Lewd gestures, comments or movements .1

Excessive use of cheer, gymnastic or acrobatic moves or use of overly dangerous moves 1.0

ATTIRE/PROPS

Use of unaccepted props 1.0

Clothing or props tossed into audience/per occurrence .05

Clothing/shoes inappropriate .05

Attire not intact (untied laces /clothing articles) .05

Use of body oils or other substances that affect the performance area .1

Additional Information/Requirements

1. By entering the UK Hip Hop Dance Championships or regional event you explicitly agree to a release of likeness and release of liability regardless of whether a separate release is signed.
2. Practice rounds are not guaranteed and no advance notice will be given if practice rounds are offered but rescinded.
3. We reserve the right to modify the number of judges or rounds for the National or Regional Championships without advance notice.

4. Any participants whose fee is not paid in full prior to competing will be disqualified and will lead to disqualification of the entire Team of MegaTeam. If the participants method of payment fails AFTER the competition, the group will be disqualified and title rescinded. The Team, MegaTeam, participant, coach, captain etc. will still be liable for the entire entry fee. There is no appeals process.
5. There is no refund of entry fees. (Registrants may, with the explicit approval of the event organiser, transfer registration fees to the price of a full price spectator's ticket)
6. Complaints must be in writing and sent to the UK organizers ONLY. The decision of the UK organisers is final. MegaTeams, Dancers, organisers, who attempt to circumvent the appeals process may be disqualified.