INTERNATIONAL DANCE FEDERATION
TECHNICAL RULES

DISCIPLINE:
HIP HOP BATTLE

TYPOLOGY:

➔ HIP HOP BATTLE 1 v 1: Male or Female
➔ HIP HOP BATTLE 2 v 2: two (2) dancers against two (2) dancers; no gender ratio rule applies
➔ HIP HOP BATTLE 3 v 3: three (3) dancers against three (3) dancers; no gender ratio rule applies

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HISTORY OF HIP HOP BATTLE

Hip Hop is a stream of the youth dance subculture that originated in the early 1970s. The style developed in urban neighbourhoods and includes a series of social dances that were gradually developing from the hip hop culture, starting from the early 1970s to the present times. The style combines both the “battle” (dance battle), and the “dance party” (party dances) philosophies. The main aspect that unites these social dancing is a “groove”. Dancers might find their own music style and their own character but “groove” and hip-hop philosophy remain unchanged.

Some of the basic hip hop moves are: Smurf, The Prep, Reebok, The wop, Cabbage patch, Happy feet, The Fila, Criss-cross, Party machine, SpongeBob, Running man, Roger rabbit, Steve Martin, Burt Simpson, Pepper seed, BK bounce, Butterfly, Monastery, C-Walk, Bankhead bounce, Walk-it-out, Harlem shake, ATL Stomp, Tone Whop, Wrecking shop, Chicken noodle soap, Jerking, Get lite, Bucking, Jooking and many others (http://vk.com/topic-36490966_26639123)

It is expected that dancers’ performance is not a sequence of micro-movements with little co-ordination but a smooth sequence of both fluid, fast and co-ordinated steps supported by good technique, expressiveness and an adequate costume.
COMMON RULES

- For all the situations not mentioned in these regulations, decisions will be made by the RESTRICTED TECHNICAL COMMITTEE and the IDF GENERAL SECRETARY.
- Dancer’s age is considered with referral to the calendar year (1st January - 31st December). Dancers who participate in Ranking Competition that starts in October will be considered with referral to the following calendar year (which means one (1) year older).
- Age categories are divided as follows:
  - **NEW GENERATION**: All dancers up to the age of eleven (11), defined by calendar year (1 v 1 battles only).
  - **RISING STARS**: All dancers from the age of twelve (12) to the age of fifteen (15), defined by calendar year (1 v 1 battles only).
  - **STARS**: Dancers of ANY age (1 v 1, 2 v 2 and 3 v 3 battles).
- The event is staged using live music played by a DJ. Duration of music pieces is between 40 and 60 seconds for each dancer/dancers.
- The competition is run in two rounds.
  - **Round 1 - Qualifier (Selection)**: dancers present 30-40 sec long solo performance which is a qualifier (selection) to participate in the battles.
  - **Round 2 - Battles**: dancers who went through the qualifiers are partnered up with their opponents. The draw is made on random basis.
- Pre-condition – appropriate code of conduct. Any signs of an inappropriate behaviour including touching the opponents or demonstrating abusive gestures are prohibited. Violation of this rule will result in an immediate disqualification. The organisers reserve their right to host the qualifying rounds at their discretion.
- Depending on number of participants, each category would consist of one or more qualifying rounds.
- In hip hop battles dancers are expected to improvise rather than present a pre-made choreographic composition.
- In 2 v 2 and 3 v 3 battles pre-choreographed pieces can be used in interactions.
- Competition Director, whenever necessary, may apply modifications to the execution of the competition.
- All dancers wearing vulgar and/or provocative costumes will be penalised. This rule applies to all categories with minor tolerance to the inferior ones.
- During Competition teachers, group leaders and team/club leaders are strictly prohibited to ask any explanations from the Adjudicators. All explanations, information or complaints may be discussed with the Competition Director, in accordance with the appropriate Competition Execution regulations.