



2023/24 Competition Rules & Regulations
for the

Hip Hop Unite New Zealand Schools Competition

www.HipHopInSchools.co.nz
www.HipHopUnite.co.nz

Changes are highlighted in yellow

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PART 1 – CATEGORIES

1.1 Overview

Rules	Section	Division	Crew Size	Age Division	Performance time	
HHU	Small Crew	Same School	5-10 dancers	Primary/Intermediate	1:30 (+/- 5s)	
				Secondary	2:00 (+/- 5s)	
		Future Champions	5-9 dancers *	Cadet	2:00 (+/- 5s)	
				Junior	2:00 (+/- 5s)	
				Hip Hop Unite	Cadet	2:00 (+/- 5s)
					Junior	2:00 (+/- 5s)
	Mini Crew	None	2-4 dancers	Cadet	1:30 (+/- 5s)	
				Junior	1:30 (+/- 5s)	
	Mega Crew	None	11-25 dancers	Cadet	2:30 (+/- 5s)	
				Junior	2:30 (+/- 5s)	

Exception: In 2023, Small Crews of up to 10 dancers may enter the Future Champions and Hip Hop Unite divisions.

1.1.1 Age divisions

Primary	All dancers are school year 4-8
Secondary	All dancers are school year 9-13
Cadet	All dancers are aged 7-13
Junior	All dancers are aged 12-18

Note: Cadet and Junior age Divisions are based on the age the competitor will become during the competition year.

1.1.2 Allowances to Age Divisions (Year Group) for Same School Crews

Secondary Same School Crews may contain members from younger divisions.
The majority of dancers must be between Years 9 - 13 at school.

1.2 Entry Restrictions

1.2.1 Future Champions Small Crews

To enter the Future Champions division in 2023, less that 50% of your crew competed in the finals of a Worlds Selection category in the 2023 Hip Hop Unite Nationals (June, Lower Hutt).

1.2.2 Multiple entries in a single event

Dancers may enter multiple divisions per event. But, they may only enter in one crew per age division.

PART 2 – COMPETITION INFORMATION

2.1 Events

Regional Competitions (July/August)

- Hip Hop Unite Christchurch Schools Competition
- Hip Hop Unite Otago/Southland Schools Competition
- Hip Hop Unite Wellington Schools Competition

Schools Championships (September)

- Hip Hop Unite NZ Schools Championships

2.2 Qualifying Regions

Southland	Queenstown lakes district, Gore south
Otago	Gore north to Timaru
Christchurch	Timaru north
Wellington	New Plymouth south, including Central North Island
Eastern	Hastings north to Tauranga, including Taupo
Auckland	Hamilton north

If you are unsure about which regional qualifier to enter under, please contact the Technical Director. Contact details are on www.HipHopInSchools.co.nz.

2.2.1 Competing outside your region

If you need to compete outside your region, you must contact the Technical Director. Contact details are on www.HipHopInSchools.co.nz.

Note - Competitors from outside of the region are not able to win a Regional title.

2.3 Rounds of Competition

Where there are 12 or less crews, there will be two rounds of competition, heats and finals.

Where there are more than 12 crews in a category, a third (Preliminary) round* may be held if the Regional Head judge deems it necessary.

Rounds of competition:

- Preliminary (Elimination round)* all crews
- Heats: remaining crews
- Finals: top 5 crews

2.3.1 Regional Finals

At all regional events, a maximum of 5 in each category will go forward to the Regional Final.

The Regional Head Judge may elect to take more, and there are exemptions where crews are competing outside their region – see section '2.1 Qualifying Regions'.

2.4 Qualifying for the Hip Hop Unite NZ Schools Championships

To be eligible to compete at the National event, you will have placed as follows, in the final of your regional event:

- 1-5 crews in your category: top 3 to compete at National event
- 6-9 crews in your category: top 4 to compete at National event
- 10+ crews in your category: top 5 to compete at National event

The numbers stated above are the minimum that will be allowed to go to the National event. The Regional Head Judge has the ability to allow more to go through to the National event if the ability level is deemed appropriate.

2.4.1 *Reconsideration of Selection*

Where a crew is not selected to attend the National event, a request for reconsideration may be lodged with the Technical Director. Contact details are on www.HipHopInSchools.co.nz.

This must be lodged by email and received no later than 1 week following the Regional event. The Technical Director will consult with the regional judging panel and inform you of the decision. The decision is final once made, and no further correspondence will be entered into.

2.5 Competition Order

The order will be randomly drawn by the event organiser and you will be given the order prior to the competition. Finals order may be shuffled depending on the tabulation system used by the organiser.

Part 3 – COMPETITION REQUIREMENTS

Please also refer to the competition information included in the 'NZCAF Competition Rules & Regulations' available on the NZCAF Website (<http://www.nzcaf.org.nz>).

3.1 Performance Area

An area of 9 x 9 metres square will be marked on the floor.

In some venues the performance area may have to be altered. Dancers will be given this information as soon as possible.

Mega Crews may use the entire stage.

3.1.2 *Staying on stage*

In all sections, all crew members are required to dance throughout the entire routine and must remain on stage.

3.2 Performance Music

3.2.1 *Submission*

Music will be collected electronically prior to the event. All crews must bring a digital copy (e.g. on USB stick or iPod) to the competition as a backup.

3.2.2 *Music length*

Timing will begin with the first audible sound and will end with the last audible sound (this would include a cueing beep if used).

Music length is allowed 5 seconds either side for the time limit. e.g 1:25-1:35, 1:55-2:05 and 2:25-2:35

The responsibility rests solely with the coach and the competitor/crew to verify the length of their music meets the performance time requirements of their category, prior to the competition.

3.2.3 *ACCEPTABLE CONTENT*

Music containing bad language will not be accepted.

3.2.4 *Penalties*

Failure to meet these requirements and/or the requirements of the category will result in the judging panel penalising the routine.

- A minor error would result in Judges dropping the routine 1 ranking.
Examples of minor errors:
 - Track length is +/- 5 seconds from the category requirements
 - Music contains bad language.

- A major error would result in the competitor/crew not being allowed to progress to the final round.
Examples of major errors:
 - Track length is +/- 6 seconds from the category requirements

The application of these penalties are at the discretion of the event Head Judge and the Head Judges decision is final.

3.3 Entering and Leaving the Stage

After a crew is introduced, they are to enter the performance area and promptly assume their starting position. The crews may **briefly** greet or acknowledge the audience prior to assuming their starting position and thank or acknowledge the audience before promptly exiting.

3.4 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 routine that is not started, interrupted and not completed, due to the fault of the crew, is not considered as a false start/interruption. This would include but is not limited to; leaving the performance area before the routine is completed, falling down from a pair or crew starting position. If not a false start/interruption, the crews will be disqualified.

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 crews will have the option of performing again. This may be immediately or at the end of the category, and is at the discretion of the Head Judge.

3.5 Entry Changes or Substitutions

3.5.1 Regional Events

For circumstances beyond control of the competitor(s), changes or substitutions to crew/crew entries may be made up to twenty-four (24) hours prior to the heats round. Such circumstances must be submitted in writing and approved by the Regional Head Judge.

Crews may reduce their numbers without making a submission as long as they still meet the minimum requirements for the category.

Example: A crew of 8 enters a category which has a requirement of 5-10 members. One dancer gets sick the night before the competition and can not compete. The crew can still compete with 7 dancers, and is not required to make a submission.

3.5.2 National Events

Where a crew has qualified for the national competition, changes or substitutions to entries must be approved by the National Head Judge.

You can change up to 50% of a crew/crew.

Examples

A crew of four can substitute or drop one crew member.

A crew of four can not substitute or drop two or more crew members.

A crew of three can substitute one crew member, remaining a crew of three.

A crew of three can drop one crew member, becoming a crew of two.

The size of the crew/crew can not be increased between regionals and nationals.

Requests must be submitted in writing and approved prior to the cut off for entries.

3.6 Medical Attention

A medical professional or official will be on-site in the event of injury or illness. It is the responsibility of the dancers, coach or crew administrator to report a dancer's injury or illness to the event organiser(s).

If at any time prior to or during competition a dancer is ill, injured, or his/her physical condition is at risk by competing, he/she may be declared ineligible to compete or disqualified from competing further. The competition organiser(s) reserves the right to withdraw any crews who appear to have such serious injury or medical condition.

Any medical condition which may put the crews or others at risk, must be brought to the attention of the event organiser as soon as possible.

The Head Judge reserves the right to request the submission of a physician's written authorisation for an dancer to compete.

The Head Judge reserves the right to limit a crews performance if they deem that a medical condition is present that poses a risk to the safety of the crews or others.

Medical apparatus such as casts or plastic or metal joint braces must not be worn during competition.

PART 4 – SCORING AND JUDGING

4.1 The Judging Panel

The judging panel will have members who have either an extensive dance background or are currently involved in Hip Hop (teaching, presenting, judging, choreographing etc.)

There are two panel configurations which can be used including:

1. A five judge panel (4 x hip hop judges and 1 x Head Judge) OR
2. A three judge panel (2 x hip hop judges and 1 x Head Judge)

Head Judge

The Head Judge will oversee the judging panel and is the highest technical authority at a NZCAF Competition. The Head Judge does not submit a score but is responsible for ensuring consistent and fair application of the Technical Regulations by the judging panel and overseeing the correct implementation of the judging systems and the tabulation of results.

Hip Hop Judge

The Hip hop Judge will apply a score for each crew, after considering the hip hop criteria in comparison to all other routines. The ranking of a routine will be derived from a score out of 10. In the case of a tie the lead hip hop judges' ranking will determine the outcome.

4.2 Scoring and Ranking

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

For example using a 7 judge panel:

crew A: 4 judges have 1st place / 3 judges have 2nd place

crew B: 3 judges have 1st place / 4 judges have 2nd place

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.

4.2.1 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 rank for each judge is derived.

The total 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.

PART 5 – Judging Criteria

All movement must be appropriate too, and reflective of the various, Hip Hop styles and 'moves'

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

4.6 Acceptable and Unacceptable Moves

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.

4.6.1 *Acceptable Moves*

- ✓ Aerial moves, landing in hurdle position
- ✓ Standing free fall to push up
- ✓ Lifts anywhere in the routine (with attention to safety of the dancers)
- ✓ Unlimited supports (standing or in a 'floor' position)
- ✓ Self propulsion

4.6.2 *Unacceptable moves*

- ✗ Assisted propulsions
- ✗ Head or neck spins or rolls
- ✗ Any movement that risks injury to a crew member