DANCESPORT
TECHNICAL RULES AND REGULATIONS

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GENERAL
The purpose of the “ISF DanceSport Technical Rules and Regulations” is to provide standardised rules and regulations for DanceSport competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy and the ISF General Competition Regulations.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner. The specific objectives of this document are to:

1. Define and specify the general conditions under which participants can take part in the ISF DanceSport events;
2. Determine the delegation composition;
3. Determine the sport program;
4. Determine the technical rules;
5. Set the draw procedure;
6. Set protests and appeals procedure.

1. GENERAL CONDITIONS
The competition of ISF DanceSport events will be run according to the ISF technical rules and regulations and World DanceSport Federation (WDSF) technical rules under the direction of the ISF DanceSport Technical Commission. Any decisions over matters not mentioned in the present document will be taken by the ISF Technical Commission.

- The ISF DanceSport events are open to school teams and/or selected teams and/or individuals. Specific sports formats shall be described in the event bulletins.
- The competition is categorised as: boy categories, and girl categories, and mixed categories.
- The composition of each delegation, the number of teams/individuals, and the final sport events that each ISF DanceSport event is accepting will be defined for each event accordingly.
- The competition is held over two days.

AGE CATEGORY
- For the U18 category, students born in 2004, 2005, 2006 can participate.
2. TEAM COMPOSITION

Each team will consist of:

- Athletes
- Team officials
  - Coaches

ATHLETES

- Athletes must be students attending schools that provide general education.
- Athletes must be enrolled as full-time students at a school in the country which they represent.

TEAM OFFICIALS

Coaches

- The presence of a coach is mandatory.
- Teams or individuals cannot participate in the competition without the presence of a coach.
- The maximum number of coaches is determined by the number of athletes.
- Each delegation shall enter a minimum of one (1) coach per team.
3. SPORT PROGRAM

EVENTS

- Urban dances: break dance

4. TECHNICAL RULES

Code of conduct

To ensure the most positive experience for all attendees, ISF asks that the following Code of Conduct be adhered to during Event:

- Any questions or concerns that affect a athlete's or team's performance or experience must be communicated in written form by the head of delegation to the ISF delegate. The appropriate official will then be called to discuss the situation.
- Participants, coaches and spectators are prohibited from making contact with the judges during the competition.
- Any unruly, aggressive or belligerent behavior by participants, coaches or spectators toward any other attendee or Event Staff will result in potential disqualification, removal from the event and/or barred participation from future Events with the possibility of suspension for following years.
- ISF reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct.

ISF fervently encourages and supports sportsmanship, integrity and fairness among participants and coaches in all facets of dance including, but not limited to athlete or team practice and performance. ISF strive to uphold the highest standards and promote this to the best of our abilities, and believe that coaches are instrumental in promoting and instilling this among their respective team members.
Safety rules & guidelines

1. All athletes must be supervised during all official functions by a qualified coach.
2. Coaches must require proficiency before skill progression. Coaches must consider the athletes and team skill level with regard to proper performance placement.
3. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the event. The head of delegation is responsible for seeing that coach, team members, parents and any other person affiliated with the team conduct themselves accordingly.
4. No technical skills should be performed when a coach is not present or providing direct supervision.
5. All practice sessions should be held in a location suitable for the activities of dance and away from noise and distractions.
6. Warm-up and stretching should precede and conclude all practice sessions, competitions, performances, and other physical activities.
7. The performance surface should be taken into consideration before engaging in any technical aspect of dance. The performing area will be reasonably free of obstructions. Athletes should not perform technical skills on:
   - concrete, asphalt, or any other hard, uncovered surface
   - wet surfaces
   - uneven surfaces
   - surfaces with obstructions
8. The team coach or head of delegation must be in attendance at all practices, functions.
9. All programs should have, and review, an emergency action plan in the event of an injury.

Safety violations

ISF reserves the right to make decisions on any violations not covered in this book and interpretation of rules covered.

Deductions and/or penalties are assessed at the sole discretion of the ISF TC Coordinator based on the criteria set forth in this rules. All ISF TC Coordinator decisions are final.
The ISF TC Coordinator reserves the right to stop a routine, assess a deduction, and/or disqualify a team for a uniform distraction (i.e. garment not being securely fastened/attached, straps break, pants split, etc.). Each performer is required to take the necessary steps to avoid inappropriate exposure prior to the performance. If a ISF TC Coordinator stops the routine or a performer leaves the floor to adjust a uniform, a penalty or disqualification may result. The athlete may or may not be given an opportunity to return to complete their performance.

**Injury**

The ISF TC Coordinator, or coach reserves the right to stop a performance due to an obvious injury. In the event that an injury causes the athlete’s routine to be interrupted during a, the athlete will have 5 minutes to regroup before performing their routine again from the beginning. In the event that an injury causes the athlete's routine to be interrupted, the ISF TC Coordinator will determine if there is sufficient time and feasibility for the athlete to complete his performance. If not, scores will be based on the performance prior to the injury.

Judging will resume from the point at which the injury/interruption occurred as determined by the Judges. All point deductions accumulated to that point will carry over. If an athlete refers not to re-work the routine, then at the coach’s discretion, athlete may take the score they has received up to that point.

**Technical rules/regulation**

Delegation can enter Event in following dance styles:

- break dance
Competition Program:

The breaking competition will take place on 17th and 19th May. The place of all competition is the Pôle Simone Veil, 22 Rue Michelet, Le Havre 76600, France. (See detail below)

There will be three competition types:

- 1vs1 Bboy (Male) - Tuesday
- 1vs1 Bgirl (Female) - Tuesday
- Mix Bonnie & Clyde (1 male / 1 female) - Thursday

1vs1 Bboy and 1vs1 Bgirl - Competition format - Rundown

There will be 3 different phases of competition. The 1 vs 1 Competition will take place on Tuesday 17th for Bgirls and Bboys.

- **PRESELECTION**: Each dancer 1 round in order to make a ranking and keep the TOP 8 Dancers then compose the TOP 8 group phase.

- **ROUND ROBIN**: 4 dancers per group. 3 battles per dancer. 6 battles in total. 2 rounds per dancer per battle. Winner earns 3 points / Looser earns 0 point / In case of tie 1 point for each dancer.
KNOCK OUT PHASE TOP 4 FROM GROUP RESULTS

- **KNOCK OUT**: 2 rounds per dancer in semi-final and 3 rounds for the final
  The winner of semi-final goes to the final and the looser goes to 3rd place battle.

2vs2 Mixed Bonnie & Clyde - Competition format - Rundown

There will be 2 different phases of competition.
The 2 phases (Preselection and Knock Out) will take place on Thursday 19th.

Each duo will be composed by one bboy and one bgirl from the same delegation.

- **PRESELECTION**: Each duo does one battle (1 round each dancer) in order to make a ranking. The top 8 duos will go to the next phase (Knock Out)
KNOCK OUT PHASE TOP 8 BONNIE & CLYDE

<table>
<thead>
<tr>
<th>TOP 8</th>
<th>TOP 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duo number 1</td>
<td>Winner Battle 1</td>
</tr>
<tr>
<td>✔️</td>
<td></td>
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<tr>
<td>Duo number 6</td>
<td>Winner Semi Final 1</td>
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<tr>
<td>✔️</td>
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</tr>
<tr>
<td>Duo number 2</td>
<td>Winner Battle 2</td>
</tr>
<tr>
<td>✔️</td>
<td>Winner Semi Final 2</td>
</tr>
<tr>
<td>Duo number 7</td>
<td>Winner Semi Final 2</td>
</tr>
<tr>
<td>✔️</td>
<td>Winner Semi Final 1</td>
</tr>
<tr>
<td>Duo number 3</td>
<td>Winner Battle 3</td>
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<tr>
<td>✔️</td>
<td>Winner 2nd Place</td>
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<tr>
<td>Duo number 4</td>
<td>Winner Battle 4</td>
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<tr>
<td>✔️</td>
<td>Winner</td>
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<tr>
<td>Duo number 5</td>
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</tbody>
</table>

--- 30 Min --- 15 min --- 7 min --- 7 min --- Total Max 60 min

- **KNOCK OUT**: 2 rounds per dancer at each battle except in the final where it will be 3 rounds. The winner goes to the next round.
In order to have a visual scoring system shown on the big screen of the hall the “KOZEN SYSTEM” will be used. It is a professional scoring system for breaking competition. This system fits perfectly with the different phases of competition we have. (Preselection, Round Robin, Knock Out).

Also it provides us the opportunity to show: Name + Flag of country + Picture of the dancer.

The system includes the technical stuff needed: Tablets or Hand Controllers.

During **PRESELECTION**, each judge will give marks (1 to 100) to the participants and then the system computes a ranking of all competitors. During this phase the list of participants will be provided on screen.

During **ROUND ROBIN**, each judge determines the winner at the end of the battle by pressing the red or blue button (left or right dancer). Tie is allowed during the competition by voting with the grey button. The winner of the battle is the one with the most votes.

Winner earn 3 points / Looser earn 0 point / In case of a Tie each dancer earn 1 point
During this phase the battle rundown will be provided on screen. Also it will be possible to see the points of participants in a group.

During **KNOCK OUT**, each judge determines the winner at the end of the battle by pressing the red or blue button (left or right dancer). Tie is allowed during the competition by voting with the grey button.

The winner of the battle is the one with the most votes. The winner advances to the next round. There will be a Final battle to determine the 1st and 2nd position but also the 3rd place battle between the two losers of the semi-final.

**DURING ALL THE PHASES OF COMPETITION**, every vote for each dancer will be counted. This will determine the final ranking in order to give to each participant his position in the final ranking.

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**Competition Schedule of the week**

Here is the full schedule of all breaking competitions, including “Challenge Debout” from UNSS:

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**Schedule Gymnasiade BREAKING - 15-22th may 2022**

<table>
<thead>
<tr>
<th>Monday 16</th>
<th>Tuesday 17</th>
<th>Wednesday</th>
<th>Thursday 19</th>
<th>Friday 20</th>
<th>Saturday</th>
</tr>
</thead>
<tbody>
<tr>
<td>9h 30</td>
<td>Training session on battle floor</td>
<td>Training session</td>
<td>“Challenge Debout&quot; TOP 4 Preselection</td>
<td>Training session</td>
<td>“Challenge Debout&quot; TOP 4 Losing</td>
</tr>
<tr>
<td>10h 30</td>
<td>BGIRLS &quot;PRESELECTION&quot; TOP 8 ADVANCE</td>
<td>BGIRLS &quot;ROUND ROBIN&quot; 2 Groups of 4 dancers 3 battles per person 1 hour</td>
<td>&quot;Challenge Debout&quot; TOP 4 House</td>
<td>“Challenge Debout&quot; TOP 4 3rd place</td>
<td>“Challenge Debout&quot; 3rd place</td>
</tr>
<tr>
<td>11h 30</td>
<td>BBBOYS &quot;PRESELECTION&quot; TOP 8 ADVANCE</td>
<td>BBBOYS &quot;ROUND ROBIN&quot; 2 Groups of 4 dancers 3 battles per person 1 hour</td>
<td>“Challenge Debout&quot; 3rd place</td>
<td>“Challenge Debout&quot; TOP 4 New Style</td>
<td>“Challenge Debout&quot; Finals</td>
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<tr>
<td>12h 30</td>
<td></td>
<td></td>
<td>“Challenge Debout&quot; Finals</td>
<td>“Challenge Debout&quot; 3rd place</td>
<td></td>
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<tr>
<td>13h 30</td>
<td></td>
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<td></td>
<td>“Challenge Debout&quot; Finals</td>
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<td>14h 30</td>
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<td>15h 30</td>
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<td>16h 30</td>
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<td>17h 30</td>
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<td>18h 30</td>
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</tbody>
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**CULTURAL DAY**

- “Bonnie & Clyde” by Country Preselection (Top 8 Advance)
- 3 Hour

- “Bonnie & Clyde" TOP 8 30 min
- TOP 4 "Bonnie & Clyde" // 15min
- 3rd Place Battle “Bonnie & Clyde" // 7min
- “Bonnie & Clyde Final" // 7min

**Practice Room**

- Award ceremony 30min

**Award ceremony 30min**
5. DRAW

- The ISF is responsible for establishing, criteria’s and fixing timing of the draw.
- The ISF Technical Commission is responsible of the draw.

6. PROTESTS AND APPEALS

Appeals involving results or any matter not concerning discipline will be heard by the Jury Appeal. The appeal must be lodged within 30 minutes of the incident and be submitted in English. The payment of amount 50€ must accompany the appeal and is to be paid to LOC in cash. This payment will be refunded only if the appeal is upheld or at the discretion of the Jury Appeal. In the case of an unsuccessful appeal, the payment will be retained by the ISF.