

DANCE SPORT

TECHNICAL RULES AND REGULATIONS



2024



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TECHNICAL RULES AND REGULATIONS

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GENERAL

The purpose of the “ISF Dance Sport Technical Rules and Regulations” is to provide standardized rules and regulations for all Dance Sport competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy, the ISF General Competition Regulations and World Dance Sport Federation (WDSF) Rules.

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 Dance Sport 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.

Please note that the technical rules and regulations are applicable to ISF Dance Sport event in 2024.

1. GENERAL CONDITIONS

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

- The ISF Dance Sports events are open to individuals/teams.
- The competition is categorized as: boy categories, girls categories and mixed categories.

AGE CATEGORY

Year	U18* YEAR OF BIRTH
2024	2006-2007-2008-2009

2. DELEGATION COMPOSITION

Each delegation will consist of:

- Head of delegation - mandatory
- Deputy Head of Delegation - optional
- Student athlete(s) - mandatory
- Team officials - mandatory
- Field of Play Officials (referees/umpires/judges) - mandatory
- Additional adults - optional
- Safeguarding officer - optional
- Young reporter - optional

HEAD OF DELEGATION (HOD)

- There is a mandatory amount of one (1) head of the delegation per registering delegation.
- The head of the delegation shall be the sole intermediary between the delegation and the Local Organising Committee, and the ISF.
- He/she may not combine the function with any other official role (i.e., coach, referee, etc.).

DEPUTY HEAD OF DELEGATION (Deputy HoD)

- The role of Deputy HoD is to assist the Head of Delegation.
- The presence of the Deputy HoD is not mandatory.
- max 1 Deputy Head of a delegation from 100 to 200 participants.
- max 2 Deputy Heads of a delegation from 201 or more participants.

ATHLETES

- All student-athletes must be enrolled as full-time students at a school in the country in which they represent.
- All student-athletes must be attending schools that provide general education and/or vocational education incorporating segments of general education.
- Only athletes, registered on the team's list handed in at the accreditation, are authorized to take part in this competition.

The following are *not* eligible to participate:

- Attendees of vocational schools only attend a school as a complement to their vocational training and are not full-time students with a segment of general education.
- Students enrolled at schools that provide sports training without any general education.

TEAM OFFICIALS

COACHES

- The presence of a coach is mandatory.
- Teams or individuals cannot participate in the competition without the presence of a coach.
- Each delegation shall enter a minimum of one (1) coach per discipline.

OTHER TEAM OFFICIALS

- The function of other team officials can be: doctor, trainer, physiotherapist, statistician, team manager etc.
- The presence of the other team officials is not mandatory.
- The function of the other team officials must be specified during the registration process.
- Any person not specified during registration or exceeding the limit will not be considered part of the team.

FIELD OF PLAY OFFICIALS

- The field of play official (umpire) cannot combine their position with other positions, such as heads of delegation, team officials or additional adults.
- Umpires shall be in possession international or national (minimum) qualification depending on the event type. The Level of qualification shall be described in the events bulletins.
- The qualification will be reviewed and approved by the Dance Sport technical commission.
- Delegations must provide certificates for umpires during the registration process.
- Failure to provide the required number of umpires will lead to a fine of 900€ (per umpire) payable to the organiser prior to the competitions.
- Each participating delegation nominates 1 judge for the dance style in which they registered.
- The judge must have an international-level judging license.
- ISF will nominate judges from different countries, according to nominations.

ADDITIONAL ADULTS

- The function of additional adults can be: interpreter, security personnel, ministry representatives, media, etc.
- The presence of additional adults is not mandatory.
- The function of each additional adult must be specified during the registration process.
- Any other additional persons not specified during registration or exceeding the limit specified in this document will not be considered part of the official delegation and will not be accredited by the LOC.

SAFEGUARDING OFFICER

The role of the safeguarding officer is to provide support to the delegation in any situation related to safety.

YOUNG REPORTER

Each delegation may bring additional young students who will take the role of a young reporter during the ISF event.

3. SPORT PROGRAM

EVENTS

- Performing art
- Hip hop
- Latin
- Breaking

SPORTS			
DANCESPORT			
AGE CATEGORY	2006-2007-2008		
BREAKING	PERFORMING ART	HIP HOP	LATIN
1. Boys 2. Girls 3. Mixed	Teams (Boys and/or girls and/or mixed)	Teams (Boys and/or girls and/or mixed)	Teams (Boys and/or girls and/or mixed)



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4. TECHNICAL RULES

REHAERSAL

Organizers must grant each team/athlete an opportunity to conduct a full rehearsal on the proposed competition floor, at a reasonably convenient time, for a minimum of 5 minutes' and a maximum of 10 minutes' rehearsal time, to test the competition floor and the Organizer's production of the team's selected music.

The timetable of teams/athletes performing in rehearsals is determined by alphabetical order (by the name of the team/athlete).

All athletes should be present a minimum of 15 minutes before they start their rehearsal.

All athletes, the ISF Technical Commission, the Master of Ceremony, sound engineers, and lighting engineers must be present for the duration of all such rehearsals.

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 an 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.

SAFETY RULES & GUIDELINES

1. All athletes must be supervised during all official functions by a qualified coach.
2. No technical skills should be performed when a coach is not present or providing direct supervision.
3. All practice sessions should be held in a location suitable for the activities of dance and away from noise and distractions.
4. Warm-up and stretching should precede and conclude all practice sessions, competitions, performances, and other physical activities.
5. The performance surfaces should be taken into consideration before engaging in any technical aspect of dance. The performing area will be reasonably free of obstructions.



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SAFETY VIOLATIONS

A deduction will be given for EACH safety/general competition rule violation. The point value of this deduction will range from .5 to 2.5, depending upon the severity of the violation.

ISF TC 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 based on the criteria set forth in this rules. All ISF TC Coordinator decisions are final.

COSTUMES AND CHOREOGRAPHY RULES

All facets of a performance or routine, including choreography, music selection and outfitting (dance uniforms or costumes), should be suitable for family viewing and listening. In general, performances should adhere to outfitting, performance and music guidelines and criteria in place and approved by the administration or institution to which the school team belongs.

Costume should be appropriate and according to the good taste rule. An athlete's costume must cover the intimate part of the body, bosom and bottom. The "intimacy area" must be covered by trousers in tight pant style. Trousers may not be transparent or "body – colored". Costume and make-up must be appropriate to the age category and type of competition.

Costume approval (for teams Events) must be submitted before the start of the competition with at least one (1) athlete wearing the costume in question. Front and back views of costume must be shown to ISF Technical Commission. Official approval cannot be given to sketches or drawings.

Routines must be appropriate for family viewing. Suggestive, offensive, or vulgar choreography and/or music is inappropriate for family audiences and therefore lacks audience appeal. Any vulgar or suggestive movements (hip thrusting, inappropriate touching/slapping/positioning to one another, etc.), words, costuming or music will result in a .5 deduction per violation.

Non-marking shoes or bare feet are acceptable when competing in teams competition. Dance paws are acceptable. Shoes with wheels are not allowed (i.e. roller skates, roller blades, heelys, etc.)

Jewelry as a part of a costume is allowed. Acceptable jewelry includes: small post stud earrings (in earlobes only), chokers without dangling pendants, and hair accessories. Jewelry such as necklaces, hoop/dangling earrings, any piercings in any area other than the ear (belly, tongue and nose rings, etc.) is prohibited and will result in a .5 deduction per occurrence. Prohibited jewelry must be removed and may not be taped over or otherwise covered.



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The ISF TC 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 stops the routine or a performer leaves the floor to adjust a uniform, a penalty or disqualification may result. The team may or may not be given an opportunity to return to complete their performance.

Deductions will be given for music or words unsuitable for family listening, which includes, but is not limited to: swear words and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body and/or violent acts or behavior. Removing improper language or words from a song and replacing with sound effects or other words constitutes inappropriate, and deductions will be made accordingly. Team will receive a .5 deduction.

PROPS

Poms, hand held props and costuming may be used. Wearable and handheld items are allowed and can be removed and discarded from the body in a safe and controlled manner. If taken off and danced with, it becomes a prop.

Tricks and props such as chairs, backdrops and other accessories may be used in competition of teams as long as the items are consistent with the theme of the performance and any other rules, are related to the theme adopted, are brought onto the floor at the entry and given away at the time of the part athletes of the same team. At the end of the performance the team must leave the floor completely clear and clean.

Only the props and scenography that were specified during the entry for the event are allowed. Each additional prop will not be possible to bring onto the dance floor. The persons who are not registered as team members may not assist in any way during the performance.

Bringing in and taking out props is time-limited to a maximum of 30 seconds.

The time for setting up props and scenography counts when the first member of the team steps onto the dance floor and ends count when the last member of the team leaves the dance floor.



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INJURY

The ISF TC, or coach reserves the right to stop a routine due to an obvious injury. In the event that an injury causes the team's routine to be interrupted during a, the team or athlete will have 20 30 minutes to regroup before performing their routine again from the beginning. In the event that an injury causes the team's or athlete's routine to be interrupted, the ISF TC will determine if there is sufficient time and feasibility for the team or athlete to complete their 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 a team or athlete refers not to re-work the routine, then at the coach's discretion, they may take the score they have received up to that point.

Technical rules/regulation

Teams can enter Event in following dance styles:

- Performing art
- Hip hop,
- Latin.

Other sub-styles within the dance style can also take part in the competition

Each dance style has separate final order.

Based on the number of entries for the Event, it is under the authority of ISF to joint Event in different dance styles. Eg. if two teams have registered for the latin DanceSport Event, ISF can decide to joint registered teams in latin dances with performing art dances.



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PERFORMING RULES FOR TEAMS

1. Teams competing will perform a choreographed routine to demonstrate their style and expertise. The duration of the music must be minimum 2:30 – maximum 3:30 minutes. Teams not complying with the time limit requirements may be given a .5 deduction.
2. Formal entrances which involve dance or technical skills are not permitted. Athletes should enter the performance area in a timely fashion. Entrances/exits will not be judged as part of the routine and should not exceed 15 seconds each.
3. All performers (unless injured) must remain within the performance area throughout the entire performance. Dancers can only enter and exit the performance area through the designated entry and exit points.
4. Substitutions may be made in the event in a case of any injury or other serious circumstance. Substitutes must also abide by the age restrictions in all divisions in which they compete. The substitutes members have to be listed on entry form also.
5. All staging, backdrops, special effects, costumes, or any items that may damage or otherwise alter the performance floor or environment, including backstage and practice area, are prohibited, including water, baby powder, sliding oil, fire, feathers, etc.
6. The team's name will be called twice: once as the team is on deck and once as the performing team.

PERFORMANCES IN COMPETITIONS

Teams

Based on the number of entries, eliminations will occur according to the table below:

COMPETITION ROUND	NUMBER OF TEAMS PERFORMING IN A COMPETITION	NUMBER OF TEAMS SELECTED FOR THE NEXT ROUND
FIRST ROUND	13 and more	8
SECOND ROUND	up to 12	4-6



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Teams that did not qualify to the final round, will compete for the final standings through an additional round.

In each round of competition the timetable of teams performing is determined by alphabetical order (the name of the team).

Solo and duo (1vs1/2vs2)

Depending on the number of registered athletes, qualification (preselection) will be organized in accordance with established practice for a particular dance style.

Athletes that did not qualify for the next round will also compete for the final standings in the same format as for the final round.

possible option

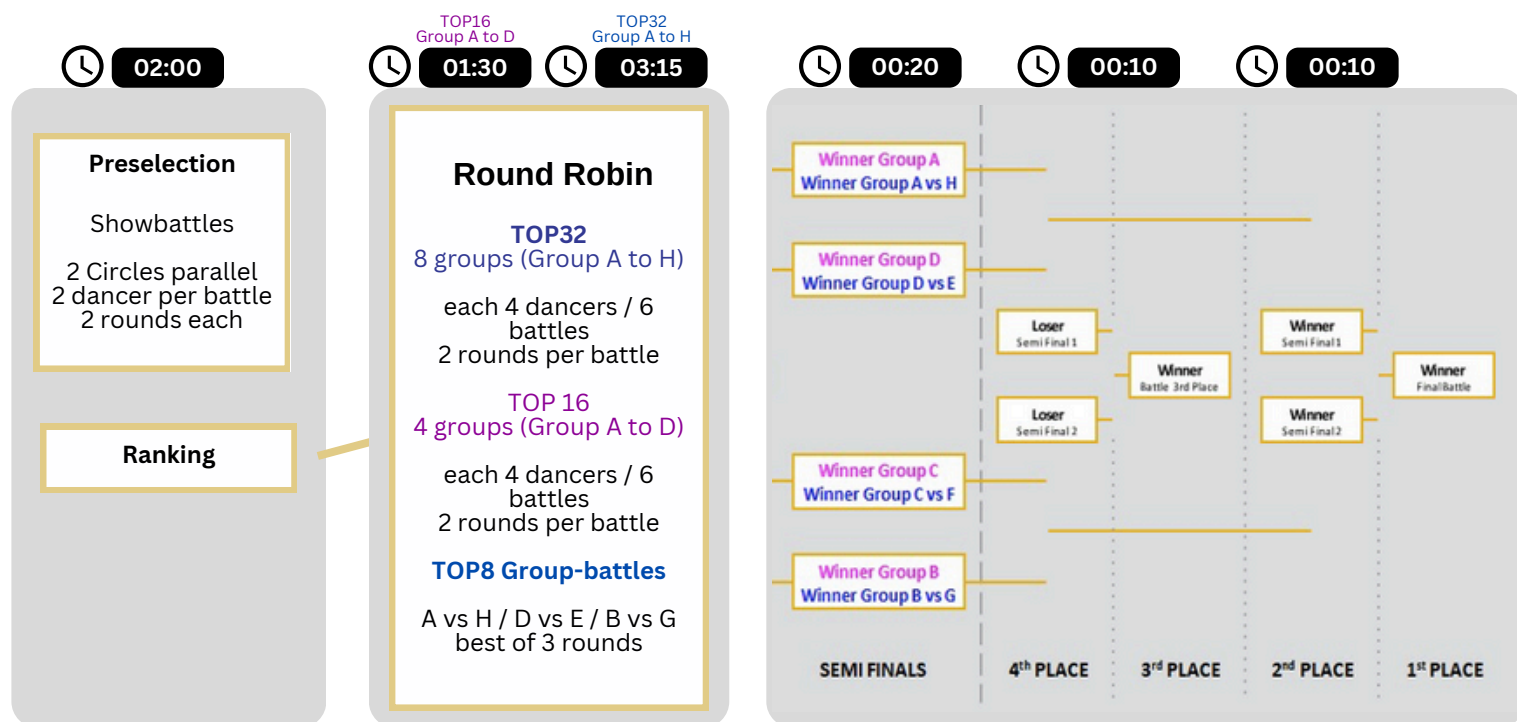
		NUMBER OF ENTRIES FOR A COMPETITION	NUMBER OF ATHLETES/DUO SELECTED FOR THE NEXT ROUND
Competition round	1/8 final	up to 72	36
	1/4 final	up to 36	18
	1/2 final	15 to 18	8
	1/2 final	13 to 14	7
	1/2 final	9 to 13	6
	Final	6 to 8	...

2nd possible option



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BATTLE COMPETITION FORMAT

Depending on the number of registered athletes, qualifications (preselection) will be organized. After the qualifications (preselection), the final round will be organized.

Athletes that did not qualify for the next round will also compete for the final standings in the same format to be decided by the ISF Technical Commission.

The regulations below describe the following disciplines but can be applied for other formats as well (e.g. 3vs3 etc.):

- 1 vs 1 (girls and boys), with each set at a maximum of 60-90 seconds
- 2 vs 2 (duo-team battle), with each set at maximum of 90 seconds

Battles are to be contested without any physical contact on the part of the opponents; any physical altercations shall lead to warnings and potentially to disqualification by the judges or ISF Technical Commission, depending on the nature of the altercation.

The battle competitions have two phases:

a) Qualification (preselection) phase

b) Knock-out phase

Qualification (preselection) phase

If there is a large number of a participant, the first phase should be a preselection with battles for all participants with each battle comprised of one round per breaker.



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If the participant's number is low, the preselection phase can be skipped, and the first phase can be the Round Robin phase.

Judges evaluate all athletes based on the technical components (3D) and a ranking will be established, no winners will be elected directly after each battle. After evaluating all competition groups, the judge award "x" to the athlete who passes to the next round.

If there are athletes in one-vs-one or duo form of competition who share a place to enter the Knock-out phase of the competition, only these athletes will have an additional evaluation to determine the ranking.

Round Robin Phase for One-vs-One

According to the ranking out of the preselection phase, the top 8, 16, 32 etc. can be chosen for the second phase, the Round Robin.

During the Round Robin Phase, the athletes are split into subgroups of the same number of athlete based upon the ranking from the preselection, and each athlete will battle the other athletes once in his or her Battle Group during the Round Robin Phase, with each battle comprised of maximum two rounds.

In both rounds of each Round Robin battle, one athlete shall start first, followed by the other athlete. The athlete with the lower position in the ranking starts each round first, as described below.

Once the Round Robin Phase has concluded, a ranking will be established, and this ranking will determine the seeding of the opponents for the Knock-Out Phase.

Knock-out phase

Each battle consists of a fixed number of rounds with each of the rounds following the same sequence: one athlete (or duo) performs a set first (red side), and then the other athlete (or duo) responds with a set (blue side). Those two sets comprise a round within a battle (each athlete has 2 exits).

In the event that at the end of the battle the judge's decision cannot determine who has more votes, it is necessary to make an additional round of competition (re-dance) for the judge who did not make a decision in a particular battle. Through an additional round of competition (re-dance) the judge must make the final decision.

The final competition format will be decided by the ISF Technical Commission at the proposal of the organizer.



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DESCRIPTION OF THE BATTLE

During the Knock-Out Phase, each battle shall consist of maximum four rounds, split in half with a 90-second pause.

In the first half (which shall involve two rounds), the Red Side athlete starts off. In the second half (which again has two rounds), the Blue Side athlete starts off.

The First of Each Knock-Out Phase Battle:

1. The MC announces the first round.
2. The DJ plays the music track for the first performance (the music for the performances shall be chosen and played by the DJ).
3. The Red Side athlete starts the first round.
4. The Red Side athlete performs the 1st solo on the dance floor.
5. → The Red Side athlete finishes his or her performance by getting up and moving back to the Red Side. In doing so, the athlete indicates to the Blue Side athlete and the DJ that his or her set is finished.
6. The DJ plays the same music track from the beginning.
7. The Blue Side athlete performs.
8. The judges announce their decision once they are certain their evaluations accurately reflect the performance skills they have seen. This is the end of round 1.

Second Round of Each Knock-Out Phase Battle:

The structure of round two is technically the same as round one. The performances of the dancers vary. For each battle, the results will be shown to the audience only after both rounds of the battle have been completed.

Pause

The MC announces the pause at the end of the round when the first half of the battle is complete. The athletes have a 90-second pause.

Third Round of Each Knock-Out Phase Battle:

1. The Blue Side athlete starts first in the second two rounds.
2. The MC announces the first round.
3. The DJ plays the music track for the first performance (the music of the performances is chosen and played by the DJ).
4. The Blue Side athlete performs the 1st solo on the dance floor.
5. The Blue Side athlete finishes his or her performance by getting up and moving back to his or her Blue Side. In doing so, the athlete indicates to the Red Side athlete and the DJ that his or her set is finished.
6. The DJ plays the same music track from the beginning.
7. The Red Side athlete performs.
8. Each judge announces their decision once he or she is certain that his or her evaluation is consistent with the performance and the skills he or she has seen. This is the end of round 3.



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Fourth Round of Each Knock-Out Phase Battle

The structure of round four is technically the same as round three, with the Blue Side athlete starting first. The performances of the dancers vary. For each battle, the results will be shown to the audience only after both rounds of the battle have been completed.

The End of Each Knock-Out Phase Battle

- The MC announces the end of round four.
- The athletes shake hands.
- The music stops.
- The MC focuses on the screen with the upcoming results.
- The results will be displayed.
- The MC announces the winner.

SCORING PROCESS

Teams

An absolute judgment is expressed through five criteria that indicate the value of the technical and artistic performances.

Scores for each criteria will range from 0-10 set at each performance by every judge and will be entered into a computer. Computer will add up the points and give the total sum. All penalties will be deducted from the converted scale score to get the FINAL SCORE.

Panel Judges are responsible for scoring each team's performance based on the score sheet. Each Judge fills out his/her own score sheet for each performance. Judges do not determine or judge deductions or safety violations.

Decisions made by Panel Judges are reviewed by the ISF TC and deemed final.

Teams are ranked by the final score.

Ties will not be broken. Tying teams will share the title and/or ranking.

Battle (1vs1, 2vs2)

The battles will be judged by a minimum of three judges or another uneven number of judges. The composition of the judging panel for any competition must be consistent throughout all rounds of the event.

Each judge shall perform an analysis of the athletes who are battling, comparing the performance of one athlete (or duo) versus the other athlete (or duo) in each round, using the judging criteria established through the Judging System.



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Preselection phase

Judges evaluate all athletes based on the technical components (3D) and a ranking will be established, no winners will be elected directly after each battle. After evaluating all competition groups, the judge, according to ranking, award "x" to the athlete who passes to the next round.

Knock out phase

Each judge shall perform an analysis of the athletes who are battling, comparing the performance of one athlete versus the other athlete in each round, using the judging criteria established through the Judging System. After each round of a battle the judges will vote.

MUSIC INFORMATION

Teams

Event Organizer requires that team has music available, or on CD and or on a MP3 player(i.e. iPod).

At the moment of the accreditation, the head of delegation must deliver CD, MP3 or USB stick that contains a single music track, with the chosen music. Each CD or MP3 must be labeled showing at least: name of the country representing, name of the team, music title, music composer.

Coaches are strongly advised to create routines (mix music) that finish a few seconds under the time limit to ensure that the team does not go over time.

In the event a technical error causes a team's music to be interrupted, the coach will have the opportunity to stop the performance and begin again immediately. It is recommended that coaches have a backup CD/MP3 with them.

Judging and timing will resume from the point at which the malfunction occurred as determined by the judges.

Battle

The battle starts when the DJ initiates the music. During a battle the DJ plays the applicable music for the athletes' performances. It is the responsibility of the DJ to play appropriate music tracks for the battles.

The DJ must play the same section of a song for both participants in each round of a battle. There must be a fair exchange of rounds before the DJ changes the song. The number of rounds a particular track is played is decided by the DJ.



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CHOREOGRAPHY

Teams Performing art, Hip hop, Latin

In developing choreography it allows wide discretion for the creation of a theme or plot, through the creation of an original choreography, through which athletes may seek to convey everyday stories, moods, or music inspired by movies or musicals, or other sources.

Dance lifts

Lifts and acrobatics may be used (duo and teams) provided that they do not form more than 20% of the choreography, and will be evaluated as part choreography.

The executing athlete must receive support from a supporting athlete who is in direct contact with the performance surface at all times. At least one supporting athlete must maintain contact with executing athlete(s) throughout the entire skill.

JUDGING SCALE AND CRITERIA

Teams

Total points received per caption consider overall quality and quantity of movement (both variety of elements and number of members performing element) throughout the routine. Appropriate difficulty level is considered for every caption, with the exception of performance Impression.

Specific elements performed that are not listed in one of the following captions will be placed in corresponding captions at the discretion of the judges.

Marking scale for judges: 10 - Outstanding, 9 - Superior, 8 - Very Good, 7 - Good, 6 - Above Average, 5 - Average, 4 - Fair, 3 - Weak, 2 - Poor, 1 - Very Poor

-LOW: points 0 - 4,

-MEDIUM: points 5 - 7,

-HIGH: points 8 – 10

PERFORMANCE IMPRESSION

This score reflects overall appeal as well as each individual judge's overall impression of the routine. Elements factored into this score at each judge's discretion are genuine showmanship (face/full body), projection and appropriateness of costuming, music and choreography.



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UNIFORMITY

This score reflects spacing, timing and how well the team dances together as a group, rather than the team's execution of technique.

LOW: Beginning, or substandard, timing and synchronization of style. Memory mistakes as well as placement causing the routine to appear less cohesive. Spacing is substandard.

MEDIUM: Intermediate, or average, timing and synchronization of style. Few memory mistakes; good placement. Spacing is average, but not precise.

HIGH: Advanced, or strong, timing and synchronization of style. Very precise placement. Spacing is precise

QUALITY OF MOVEMENT

LOW: Beginning level of movement executed with substandard control. Extension, spatial awareness, and musicality are minimal. Strength of movement is lacking and style is somewhat inconsistent. Below average lines, flow, and continuity. Technical elements are executed with below average technique.

MEDIUM: Intermediate movement executed with good control. Nice extension, spatial awareness and musicality, but somewhat relaxed in execution of movement. Style is mostly consistent with average lines, flow, and continuity. Technical elements are executed with average technique.

HIGH: Advanced movement executed with strong control. Crediting superior extension, spatial awareness, musicality, and strength of movement. Style is consistent with emphasis on strong lines, flow, and continuity. Technical elements are properly executed with strong technique.

TECHNICAL ELEMENTS

LOW: Beginning level style specific elements such as, but not limited to, turns, leaps, jumps, lifts, kicks, etc., executed with substandard technique.

MEDIUM: Intermediate level style specific elements such as, but not limited to, turns, leaps, jumps, lifts, kicks, etc., executed with good technique.

HIGH: Advanced level style specific elements such as, but not limited to, turns, leaps, jumps, lifts, kicks, etc., properly executed with great technique. Appropriate utilization of the team's ability level with emphasis placed on utilizing a majority of the team members versus utilizing the same feature dancers throughout.



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CHOREOGRAPHY AND STAGING

CHOREOGRAPHY

This score reflects what the choreographer created, and how the team executed the routine/movement.

LOW: Beginning level routine with basic foot work, minimal musical interpretation, dynamics, direction changes, levels and group work. Visual effects are accomplished at a slower pace with obvious execution. Routine is lacking in overall creativity and originality.

MEDIUM: Intermediate level routine with average use of foot work, musical interpretation, dynamics, direction changes, levels and group work. Visual effects are accomplished at an average pace with good execution. Routine showcases creative and original moments but is missing its full potential.

HIGH: Advanced level routine with strong use of intricate, complete, full body movement and strong use of musical interpretation, dynamics, direction changes, levels and group work. Visual effects are accomplished at a fast pace with seamless execution. Creating a complete thought with the movement. Routine illustrates an abundance of creative and original ideas throughout. Appropriate utilization of the team's ability level with well-balanced and effective incorporation of technical elements.

STAGING

LOW: Beginning use of the performance space. Routine utilizes minimal formations and formation changes. Transitions are simple and lack continuity within the routine, i.e. walking transitions rather than dancing through to next formation seamlessly.

MEDIUM: Intermediate use of the performance space. May incorporate more interesting formations and formation changes, but still lacking in transition creativity.

HIGH: Advanced use of the performance space. Routine utilizes a variety of well-thought out formations and formation changes. Transitions are exciting and seamless.

BATTLE

The WDSF Breaking Judging System, Trivium Judging System or Three Fold System are recommended systems to use in battle format of the competition.

It is possible to use other computer system which will record the votes of judges who will show their decisions using their hands (or flags), to point the red or blue side, or crossing their arms (or flags) in case of a tie.



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ROLE OF JUDGES

The principal role of a judge lies in evaluating the athletes by comparing their relative skills round- by- round - after each round of a battle the judges will vote.

Each judge shall perform an analysis of the athletes who are battling, comparing the performance of one athlete (or duo) versus the other athlete (or duo) in each round, using the judging criteria established through the Judging System.

The battles will be judged by a minimum of three judges or another uneven number of judges.

The decision on the winner is made by a majority of judges.

The technical team will manage the documentation, preparation of the documents, calculation and transfer of the data to third parties.

Detailed description of the six Judging Criteria in Trivium system is noted in WDSF Rules and Regulations Manual for breaking.

5. DRAW

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

6. PROTESTS AND APPEALS

Appeal involving results or any matter not concerning discipline must be lodged within 30 minutes of the incident and be submitted in English to ISF Technical Commission. 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.

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