



# Official Rules & Regulations - MegaCrew Division

Amended for 2012

## Age Requirement

There is no minimum or maximum age limit. A MegaCrew can be comprised of any combination of ages.

## Participation Limit

A MegaCrew consists of a minimum fifteen (15) to a maximum of forty (40) members. The members of the MegaCrew may be made up of any combination of males and females.

## Forms and Releases

1. Entrants must complete and sign all forms, including but not limited to registration, music, and insurance information. The forms must be returned prior to the registration deadline to the national HHI affiliate office with the appropriate registration fees or registration may be denied.

2. Release of Liability: Each MegaCrewmember must sign and submit a release of liability form prior to the competition, releasing HHI, the organizer, their agents, officers, staff and sponsors from liability for any accident or injury occurring to a MegaCrewmember prior to, during, or after a HHI event or competition.

3. Release of Likeness: All MegaCrews must sign a release of likeness form permitting HHI and the competition organizer, agents or sponsors to film, videotape, and/or record the MegaCrews performance(s) and event participation for use in television, motion pictures, home video, internet, radio, press releases, media, public relations, etc.

## Entry Changes or Substitutions

Substitutions of participants in the MegaCrew may be made due to extenuating circumstances (injury, illness, etc.). A maximum of five (5) substitutions may be made. A MegaCrew may also elect not to substitute its missing crewmember(s) as long as the MegaCrew does not go below fifteen (15) crewmembers. The event organizer and/or the competition Judiciary Director must be apprised of the substitutions and/or deletions in writing and approve the changes.

## Competition Order of Appearance

Preliminary round – random order

Finals round – order by preliminary round score

## Competition Floor

The standard competition floor is 40' x 40' with hidden rear stage wings of 12' x 8' each. The competition organizer may adjust the size of the performance floor and must notify all participants in advance of the competition. Under no circumstance will the competition floor be less than 30' deep x 30' wide.

## Attire

Attire may include accessories such as hats, caps, gloves, scarves, jewelry, etc. Removing pieces of clothing during the performance is permitted provided it is not offensive or out of character. Discarded clothing should be placed outside the competition area and never thrown off the stage into the audience. Appropriate under garments must be worn by all MegaCrewmembers both male and female, at all times. Clothing too short and/or too tight will be scrutinized and may be deemed inappropriate especially for overexposure of certain areas of the body and/or age appropriateness. Body oils or other substances applied to the body or clothing that may affect the clean dry surface of the stage and the safety of fellow competitors are prohibited. MegaCrews may wear dance/stomp boots, street shoes sneakers or athletic sport shoes. All footwear must have clean, non-scuff soles. Tap shoes, jazz shoes, high-heeled shoes and bare feet are prohibited.

## Props

Props allowed for the MegaCrew division 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. 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 crews 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.

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.

HHI acknowledges that the element of surprise and creativity that can be attributed to props may be valuable to the success of a routine. HHI strongly suggests when in doubt about whether a prop is acceptable it is best to email HHI headquarters to confirm (info@hiphopinternational.com). Questions of this nature will always be kept confidential.

### **Medical Attention**

1. It is the responsibility of the MegaCrew, coach or MegaCrew administrator to report a MegaCrewmember's injury or illness to the event organizer(s).
2. If at any time prior to or during competition a MegaCrewmember 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) reserves the right to request the submittal of a physician's written authorization for a MegaCrewmember to compete who is deemed medically or emotionally at risk by the competition organizer.

### **Technical Equipment/Sound and Lighting**

The audio/visual equipment will provide professional standard sound and lighting quality for the MegaCrews and spectators.

### **Performance Music Requirements**

1. The routine must be performed, in its entirety, to music selected and prepared by the MegaCrews.
2. A MegaCrew's competition music must be recorded on a CD and be the only piece of music recorded on the CD.
3. The CD must be in good condition containing no scratches. It is a MegaCrew's responsibility to keep a back-up CD available at all times for use.
4. The MegaCrew name and division must be printed on the CD.
5. 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.
6. 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 a MegaCrew's total score.
7. The competition music must not contain inappropriate, lewd or offensive language.
8. A MegaCrew may edit or substitute its original music when advancing from one round to another. The change/edit must be made no less than ten hours prior to the start of the final round of competition. No changes or edits will be accepted beyond this time period.
9. MegaCrews 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
10. Due to varying copyright laws, the competition organizer(s) do not guarantee that a MegaCrew'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 MegaCrew to replace the music for one that is acceptable or the organizer may substitute a MegaCrew's music for another piece of music of the organizer's choice for such situations.

## **Practice Rounds/Tech Rehearsal**

Unless circumstances exist that prevent a practice round/tech rehearsal, each MegaCrew will be given the opportunity to practice (block) their routine to their music on the competition performance area (stage) at least once prior to the start of the Competition. The MegaCrew is responsible for coming to the practice round on time or it may be forfeited.

## **Competition Rounds**

There will be two rounds of competition (Preliminary and Final). When a competition consists of two rounds (preliminaries and final) the number of MegaCrews advancing in each division of competition is based on the total number of entries, variance in the total scores, total time allocated and the decision of the event organizer using the following scale:

1-10 MegaCrews – up to 5 MegaCrews advance to the final  
11 – 20 MegaCrews – up to 8 MegaCrews advance to the final  
21+ MegaCrews – up to 10 MegaCrews advance to the final

## **The Championship - General Rules and Criteria**

### **The Routine's Length**

MegaCrew Division: The routine's length is 3 minutes 30 seconds (03:30). A grace period of thirty seconds (:30) plus or minus is allowed resulting in a minimum of three minutes (03:00) and a maximum of four minutes (04:00). 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.

### **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, a high number of hip-hop street dance styles executed, good usage of the stage, formations, showmanship, intensity and street appearance resulting in an entertaining routine that evokes emotional response.

#### ***Creativity (10%)***

Choreographing and presenting your routine in a unique and one of a kind way with signature moves and combinations of moves that are yours alone. Original ways to go to the floor, getting up from the floor, transitions and music editing that sets you apart from the other routines. Be special, different and fresh with all aspects of your routine.

#### ***Staging, Spacing, Formations, and Level changes (10%)***

The MegaCrew must demonstrate awareness of spacing between the members through a full range of unique, complicated and challenging formations, interactive partner moves and patterns. The full use of stage will also be considered. The routine should include three (3) levels of movement (low/mid/high) utilizing arm, hand, leg, foot, torso, and head movements with transitions that are creative and unpredictable.

#### ***Showmanship, Intensity, Confidence, Projection & Presence (10%)***

The routine contains dynamic movements from beginning to end as a whole, in part and as individuals containing minimal pauses and poses. Projection of the MegaCrewmembers is consistently strong throughout.

#### ***Street Presence/Attire (10%)***

Street presence is the capability of the MegaCrewmembers to demonstrate an authentic and uninhibited representation of hip-hop dance. Street presence includes attitude, energy, posture and street style. Clothing and accessories worn should represent and reflect the real character and natural style of the urban street environment with a unique look that sets the MegaCrew apart. MegaCrewmembers do not have to be dressed identical or similar. Individuality of dress is encouraged. MegaCrews may wear stylized clothing representing their routine's theme. Theatrical costumes are not typical of the urban street (e.g., storybook characters, animals, Halloween costumes, etc.) and are not recommended. When in doubt contact Hip Hop International for clarification.

#### ***Entertainment Value/Crowd Appeal (10%)***

MegaCrewmembers and their routine should connect with the audience and evoke emotional responses, i.e., excitement, joy, laughter, involvement and /or sense of drama relative to the style presented. The routine should leave a memorable and lasting impression.

#### **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.

#### ***Musicality (10%)***

Performance and choreography corresponding to timing and music usage and the MegaCrew's ability to perform simultaneously to the music. Movements and patterns performed to the simulated sounds of the MegaCrewmembers in the absence of recorded music (e.g., foot stomping, hand clapping, vocals, etc.) will also be considered musicality and judged similarly.

**Musicality - Beat Technique/Syncopation** The movements within the routine must demonstrate musical structure and style, i.e., using rhythmic variations emphasizing upbeat, downbeat, tempo and accents in single, double, halftime and syncopated musical patterns. **Musicality - Moves Related to Music** Staying in time with the music, moving to the beat of the music, and using identifiable phrases to construct the routine's choreography.

#### ***Synchronization/Timing (10%)***

The movements of the MegaCrewmembers are performed in sync; the range of movement, speed, timing and execution of moves are performed by all members in unison. Peel off or in cannon movements are allowable.

#### ***Execution/Controlled Mobility and Stabilization (10%)***

The MegaCrew must maintain control of the speed, direction, momentum and body placement throughout the routine.

#### ***Difficulty of Execution of Authentic Hip Hop Dance Styles (10%)***

Difficulty is measured by the levels of ability demonstrated by all the MegaCrewmembers and the variety of styles they perform throughout the routine. Consideration is given to the number of MegaCrewmembers who attempt and successfully complete complex choreography and who demonstrate through their variety of dance styles and their execution an understanding of the foundation and origin of hip hop. Additional consideration and awarding of difficulty points is given to MegaCrews who attempt difficult moves with all or most of their members.

#### ***Variety of Street Dance Styles (10%)***

A minimum of three (3) street dance styles must be performed in a routine to receive Variety points. The more styles a MegaCrew includes and performs correctly in the routine the higher the variety score will be.

MegaCrews should include in their performance a broad selection of street dance styles selected from the list provided without excessive use of the same move or patterns. A varied range of styles should be shown in the choreography of arm, leg, and body movements.

#### **Incidences of Extraordinary Circumstances**

An extraordinary circumstance is an occurrence beyond the control of a MegaCrew that affects the MegaCrew's ability to perform at the beginning or at any time in a routine. An extraordinary circumstance is not limited to the examples listed below and may be declared at the discretion of the Judicial Director.

1. Incorrect music is played or cued.
2. Music problems due to equipment malfunction.
3. Disturbances caused by general equipment failure, i.e. lighting, stage, venue or sound.
4. The realization of or introduction of any foreign object or disturbance into the performance area, just before or during a performance, by an individual or means other than the MegaCrew(s).

#### **Management of Extraordinary Circumstance**

1. It is the responsibility of the MegaCrew to immediately stop the routine if an extraordinary circumstance occurs.
2. The competition organizer, Judiciary Director and/or event committee will review the situation, and upon a confirming decision and correction of the problem, the MegaCrew will be reintroduced, return to the stage and restart their routine. If the MegaCrew's claim is determined to be unfounded by the Judiciary Director, the MegaCrew will not be allowed to restart the performance resulting in a default.
3. Claim of an extraordinary circumstance presented by the MegaCrew after the routine has been completed will not be accepted or reviewed.

### **Full MegaCrew Start and End**

All MegaCrewmembers must start the routine on stage together for a minimum of 30 seconds and end on stage together for a minimum of 30 seconds. MegaCrew members may exit or enter the stage freely for the remainder of the routine.

### **Late Start**

A MegaCrew who fails to appear on stage and strike a starting position within twenty (20) seconds after being called will be deemed a late start and receive a deduction.

### **Pre Start**

A pre start occurs when prior to taking the start position; the MegaCrew demonstrates excessive introductions or displays for longer than ten (10) seconds after all MegaCrewmembers have entered the stage. A deduction will be given.

### **No Show**

A MegaCrew who fails to appear on the stage and initiate the starting position within sixty (60) seconds after being called will be declared a "no show" and disqualified.

### **Grandstanding**

Grandstanding is a post performance physical display, gesturing or posing at the end of the routine. A deduction will be given.

### **Falls**

1. Major Fall
  - a. A MegaCrewmember(s) falls from a lift or support that is unrecoverable.
  - b. A MegaCrewmember falls during the performance that is unrecoverable.
2. Minor Fall
  - a. A highly noticeable, accidental error during the performance that is recoverable.
  - b. A MegaCrewmember stumbles, trips, or falls during the performance that is recoverable.

## List of Deductions

### **PERFORMANCE**

All MegaCrewmembers 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 .1

### **MUSIC**

Music under minimum or over maximum length (not 03:00-04:00) .1

Contains inappropriate language .1

### **PROHIBITED MOVES**

Lewd gestures, comments or movements/per occurrence .05

### **ATTIRE/PROPS**

Use of unaccepted props 1.0

Clothing or props tossed into audience .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 .05

### **Judging and Scoring the Routine**

The panel of judges will consist of a minimum of five persons. If extenuating circumstances exist the Head Judge, Technical Director and/or the event organizer may adjust the number of the judges. All judges must meet the eligibility, training, judge skill level and certification requirements set forth by HHI. Judges are assigned to either the Performance or Skill position, and score in their assigned area only. The minimum number of judges required: two (2) Skill judges, two (2) Performance judges and one (1) Head Judge and/or Technical Director.

## **Judges Seating at the Championship**

The panel judges, Head Judge and Panel Director will be seated at a table placed parallel to the front of the competition stage, distanced to provide a clear and unobstructed view of each MegaCrew from “head to toe.”

## **Duties of the Judges**

1. The **Performance Judges** evaluate and score the routine according to the Performance criteria: Performance, Creativity, Staging, Showmanship and Street Presence.
2. The **Skill Judges** evaluate and score the routine according to Skill criteria: Musicality, Synchronization, Execution, Difficulty and Variety of Styles.
3. The **Head Judge** may or may not score the MegaCrews’ routines. The Head Judge’s overall responsibilities are to facilitate and oversee the fair and accurate performance of all members of the judges’ panel and assess all discrepancies, penalties, deductions, and disqualifications. A judge may be removed and replaced from the panel by the Head Judge for due cause.

The Head Judge’s duties specific to the performance of a routine include confirming the performance and proper execution of street dance styles. Assessing if prohibited moves are performed. Identifying and evaluating minor and/or major “falls”. Evaluating stage entry and exit, late start, pre start, grand standing and routine interruption. Assessing if there are attire violations. Assessing music violations including inappropriate language and music length. Screening and selection of judges

4. The **Technical Director’s** duties include educating and training the judges on HHI’s Rules and Regulations and assisting the head judge in assessing the fair and accurate judging, scoring and results from the panel of judges. The Technical Director’s specific duties include managing the scheduled activities of the panel, coordinating the MegaCrew feedback sessions, programming, teaching and administering the judges’ training workshop, facilitating the draw for the MegaCrew ‘s order of competition, posting the scores and results for public viewing, screening and selection of judges and managing questions and queries.

## **Calculating the Final Score**

The highest possible score is ten (10). In a panel of four (4) judges the Performance scores and the Skill scores will each be averaged and then totaled in the calculation of the final score. Any point deductions given by the Head Judge are deducted from the total score, to equal the final score. The final score shall be rounded to the nearest hundredth point.

## **Tie Scores**

Tie scores will be broken by the following order:

1. The MegaCrew(s) with the highest Performance score
2. The MegaCrew(s) with the highest Skill score.
3. An analysis of the judges’ ordinal ranking.

## **Scoring and Ranking**

1. The Preliminary score is not factored with the total score to arrive at the Final score. The Preliminary score is discarded prior to the Final round.
2. The Final ranking of MegaCrews is determined by their scores in the Final round only.
3. The judges’ scores will be displayed to the public following the Preliminary and Final rounds.
4. The final score determines the MegaCrew’s final, official ranking.

## **Discrepancies in the Rules and/or Competition**

1. Any problem or discrepancy during a competition will be brought to the attention of the competition organizer who will address it with the Head Judge, Technical Director and/or event committee, and the respective decision(s) made will be final.

## **Protests**

Protests are prohibited and will not be accepted regarding any score or result of a decision.

## **Awards Ceremony**

The competition will conclude with a ceremony honoring the MegaCrews with the highest total scores. Medals, trophies and/or prizes will be awarded to at least the top three MegaCrews.