



OFFICIAL RULES AND REGULATIONS MANUAL

This contains the participant eligibility/entry requirements, standard procedures and the rules and regulations for competing in this event.

BATTLE IN THE BAY: Friday 26th – Sunday 28th November 2021

Toi Toi Event Centre, Hawke's Bay Opera House, 109 Hastings St East, Hastings, Hawke's Bay

Battle in the Bay was founded in 2015 for smaller towns, regions and studios to experience a high quality and supportive Hip Hop Dance Competition environment. Our event creates a place where dancers can compete, grow, connect with and build relationships with dancers from other areas of New Zealand while being equipped with the necessary experiences and knowledge to make a larger footprint in the National Hip Hop & Street Dance Scene of Aotearoa.

This competition has grown to each year include hundreds of dancers from all across New Zealand who like us are wanting to achieve the same goal for their dancers and dance community.

The aim of our dance competition is to empower the Hip Hop and Street Dance Communities of New Zealand. We do this by bringing together dancers from across New Zealand to share a weekend filled with dancing, workshops and connecting.

2021 HOSTS

Rezpect

Rezpect is a community based organisation that strives to bring hope and life to the young people of Hawke's Bay through creativity and their passions.

INSTAGRAM: @rezpectnz

FACEBOOK: Rezpect

Rezpect Dance Academy

Rezpect Dance Academy was founded in October 2010 to inspire and encourage people through dance. The desire of the Academy is to bring hope to those it mentors, build faith in their students to believe that with hard work dreams can come and surround them with love, which is the family and support their students need; all while working hard, training hard and staying humble.

INSTAGRAM: @rezpectdanceacademy

FACEBOOK: Rezpect Dance Academy



2021 SPONSORS

Steez Fitter

Steez Fitter is a social enterprise that trains and employs young people. 'Steez' is a slang word for the quality of being effortlessly stylish or 'style done with ease' and 'Fitter' is a person who puts together garments. Together Steez Fitter brings you 'custom style made with ease'.

INSTAGRAM: @steezfitter

FACEBOOK: Steez Fitter

Next Level Dance Experience

Next Level Dance Experience aims to inspire and build dancers of Aotearoa by connecting them with some of New Zealand's most knowledge and reputable Hip Hop Dance choreographers, teachers and industry leaders in order to grow their skills and love for dance.

EVENT CONTACT INFORMATION

DIRECTOR / EVENT MANAGER: Olivia Morrell (Ollie)

PHONE: 0223531873

EMAIL: info@battleinthebay.com

INSTAGRAM: @battleinthebaydancecompetition

FACEBOOK: Battle in the Bay

COMPETITION DETAILS

1. ENTERING

All entries must complete and submit their entry forms using the official registration forms available online at www.battleinthebay.com.

Online registrations can be made at www.battleinthebay.com

Downloaded forms must be submitted via email to info@battleinthebay.com.

Entries may be denied if our event reaches capacity.

1.1 Forms and Releases

Entrants must complete and sign all forms. The forms must be returned prior to the registration deadline with the appropriate registration fee or registration may be denied.

The registration deadline is Friday 5th November. Spaces will fill quickly and may become unavailable before this date.

A late fee of \$40 will apply for each small crew, crew, megacrew and school or \$10 per dancer in each entry for solos, duos and trios registering after the deadline.

1.2 Age Requirement

Each Participant may only compete within their age division or in a higher age division. Dancing in a higher age division is only allowed if someone within the entry falls within the age division. No one is permitted to enter a younger age division unless they were that age within the competition year.

Example 1: John aged 12 is completing in a Varsity Crew (13-18 years). He is permitted to compete in the Varsity division with his crew as his team has dancers aged between the age of 13 – 18 years. However, John's Varsity Crew cannot enter the Open division because they do not have dancers aged 18+.

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Example 2: Mary aged 13 can compete in the Junior division as she was 12 years of age within the competition's year.

1.3 Categories / Divisions

Solos, 1 dancer: Kids (10 and under) / Junior (12 and under) / Varsity (13-17 years old) / Open (18+)

Duo, 2 dancers: Junior (12 and under) / Varsity (13-17 years old) / Open (18+)

Trio, 3 dancers: Junior (12 and under) / Varsity (13-17 years old) / Open (18+)

Small Crew, 4-6 dancers: Kids (10 and Under) / Junior (11-12) / Young Gunz (13-15) / Varsity (16-17) / Open (18+)

Crews, 7-10 dancers: Kids (10 and Under) / Junior (11-12) / Young Gunz (13-15) / Varsity (15-17) / Open (18+)

Megacrew, 11+ dancers: Junior (12 and under) / Open (13+)

Schools, 4+ dancers: Primary (Yr 1 – 6) / Intermediate (Ys 7 and 8) / Highschool (Yr 9 – 13)

1.4 I.D.

Submission of identification is not required for each dancer but must be available if ages are contested. This may happen if a dancer appears to be older than the age division they are competing in.

The forms of I.D. accepted are birth certificates, photo I.D. or a letter from the school they attend verifying their age.

1.4 Participation

Dancers are not permitted to compete more than once in the same category and division unless they received prior permission from the event organisers.

Example: Lucy cannot compete in two Junior Duos but could compete in the Junior Duo and Varsity Duo division if their entries met the age requirements for these divisions.

2. COMPETITION STRUCTURE

Preliminary Round:

All entries compete

Finals:

Solo: Minimum of top 3 will qualify through to finals

Duo: Minimum of top 3 will qualify through to finals

Trio: Minimum of top 3 will qualify through to finals

Small Crew: Minimum of top 5 will qualify through to finals

Crew: Minimum of top 5 will qualify through to finals

Megacrew: Minimum of top 5 will qualify through to finals

School Division:

All entries compete.

Schools will only compete once.

The winner of each age group is announced at their allocated show.

Weekend Schedule:

Friday 26th November

Workshop 1: 11:45am - 12:45pm - Choreographer TBC (Beginner / Intermediate Level)

Workshop 2: 1:00pm – 2:00pm - Choreographer TBC (Beginner / Intermediate Level)

Stage Rehearsals: 2:15pm – 5:00pm

Crew Briefing: 5:10pm (in auditorium)

Solo, Duo and Trios allocated time to 'walk the stage': 5:30pm – 5:40pm

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Preliminary Round 1 and School Division, Doors Open: 5:40pm
Preliminary Round 1 and School Division, Show Time: 6:00pm – 9:30pm

Saturday 27th November

Stage Rehearsals 7:15am – 9:00am
Workshop 3: 9:00am – 10:00am - Choreographer TBC - (Intermediate Level)
Crew Briefing: 9:10am (in auditorium)
Solo, Duo and Trios allocated time to 'walk the stage': 9:30am – 9:40am

Preliminary Round 2, Doors Open: 9:40am
Preliminary Round 2, Show Time: 10:00am – 1:30pm

Finals Round 1, Doors Open: 2:20pm
Finals Round 1, Show Time: 2:30pm – 5:00pm

Finals Round 2, Doors Open: 5:40pm
Finals Round 2, Show Time: 6:00pm – 9:30pm

Sunday 28th November

Rezpect, 2/300 Eastbourne St W, Hastings

Judge's Feedback: 9:00am - 11:30am
Workshop 4: 9:00 - 10:00am - Choreographer TBC (Intermediate / Advance Level)
Workshop 5: 10:15 – 11:15am - Choreographer TBC (Intermediate Level)

Splash Planet Bash: 12:00pm onwards

2.1 Competition Order of Appearance

Competition order is as follows:

PRELIMS 1 – Friday 20th November, 6:00pm

Solo: Kids / Junior
Small Crews: Kids / Junior
Crews: Kids / Junior
Schools: Primary / Intermediate / Highschool
Megacrew: Junior

PRELIMS 2 – Saturday 21st November, 10:00am

Duo: Junior / Varsity / Open
Trio: Junior / Varsity / Open
Megacrew: Open
Announcement of Duos and Trios Qualifying to Finals
Small Crew: Young Gunz / Varsity / Open
Solo: Varsity / Open
Crew: Young Gunz / Varsity / Open

FINALS 1 – Saturday 22nd November, 2:30pm

Solo: Kids / Junior
Duo: Junior
Trio: Junior
Small Crew: Kids / Junior
Crew: Kids / Junior
Megacrew: Junior

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FINALS 2 – Saturday 22nd November, 6:00pm

Solos: Varsity / Open

Duo: Varsity / Open

Trio: Varsity / Open

Small Crew: Young Gunz / Varsity / Open

Crew: Young Gunz / Varsity / Open

Megacrew: Open

3. MUSIC

3.1 Music Time Length

Solo Division (all ages): 1min 15 – 1 min 30 seconds

Duo Division (all ages): 1min 15 – 1 min 30 seconds

Trio Division (all ages): 1min 15 – 1 min 30 seconds

Kids, Junior and Young Gunz: Small Crew and Crew Division: 1 minutes 30 seconds – 2minutes

Varsity and Open: Small Crew and Crew Division: 1 minutes 45sec – 2min 15sec

Junior Megacrew: 1min 30sec – 2min 30sec

Open Megacrew: 2minutes 30seconds – 3minutes 30seconds

Schools Division: 1min 30sec – 2min 30sec

Timing begins with the first audible sound (includes cueing beep) and ends with the last audible sound.

If you do not meet these requirements your entry will receive a deduction.

All music has a 5 second grace period (up to 5 seconds under or over the time limit)

3.2 Music format

All music must be in mp3 or wave format. **NO OTHER FORMAT IS ACCEPTED**

Please do not submit m4a files.

3.3 Music on competition day

It is a Crew's responsibility to keep a back-up copy of their music available on USB at all times for use.

3.4 Submitting music

Music must be submitted by email to info@battleinthebay.com or via our website www.battleinthebay.com

Music is due by **Friday 19th November 11.59pm.**

The entry name, division and category must be the file name of the track.

The competition music must not contain inappropriate, lewd or offensive language and must meet the time length required.

3.5 Changes to music

Changes to music will not be permitted once music has been submitted unless the organiser requests a change to be made.

3.6 Checking of music

All music will be checked to make sure it meets the judging criteria. Once an entries' music is checked, entries will be advised as to whether or not their music meets the judging criteria.

If the music does not meet the judging criteria, entrants will be given 2 days from being notified to correct their music or the following deductions will apply:

Music under minimum or over maximum length by more than 5 seconds – 0.1

Contains inappropriate language/per occurrence – 0.1

If resubmitted music still does not meet the judging criteria deductions will apply as follows:

Music under minimum or over maximum length by more than 5 seconds – 0.1

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Contains inappropriate language/per occurrence – 0.1
Another chance to correct music will not be given.

4. GENERAL RULES AND CRITERIA

4.1 Attire

Appropriate under garments must be worn by all Crew members both male and female, at all times. The showing of stomachs, buttocks and chest is not encouraged.
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 and could receive a deduction.
Any attire which falls to the ground throughout a performance will incur a deduction of -0.05 per occurrence. This deduction applies to any items that is a part of the dancer's outfit or props that are used. This does not apply to items placed on the performance area during the performance but bear in mind that items need to be placed safely or a deduction for unsafe prop or attire use may apply.

4.2 Props

Props are permitted as long as they do not affect the performance surface. Props that may affect the performance area include but are not limited to confetti, glitter and liquids.
The set up time and pack down for any props must be under 10seconds.
The definition of a prop is anything that is not a part of your clothing.
Props and clothing can be moved and placed on the performance area throughout the performance but must not be deemed 'dangerous' by the judges or a deduction of -0.1 will apply per occurrence.
To be deemed 'dangerous' a prop's location, placement and or use has to have the potential to cause serious harm to a dancer, regardless of whether or not an incident happens. This is to encourage safe practice.

4.3 Tricks and Stunts

Tricks and stunts are allowed but may incur a deduction should they be deemed unsafe by the judges. To be deemed unsafe, a trick or stunt will be measured by whether or not they have the possibility to cause serious injury or harm to a dancer. These types of movements should be well considered before being added to a routine.

4.4 Dancer's exiting the stage

Dancers in all divisions must remain on stage for the entirety of their performance.

Deductions will apply as follows:

Dancer's exiting the stage during a performance – 0.1 per occurrence

PLEASE NOTE THAT THIS DOES NOT APPLY TO THE MEGACREW DIVISION

4.5 Megacrew

All dancers within the Megacrew entry must perform onstage for a minimum of 30sec at any one point throughout the piece. NO EXCEPTIONS.

Megacrew entries that do not follow this rule will be disqualified.

5. JUDGING PANNEL

Our full judging panel will be confirmed a minimum of 2 weeks before the competition and will consist of 4 judges, one of whom will be the delegated head judge.

6. WHAT THE JUDGES WILL BE LOOKING FOR

6.1 Judges Criteria

Creativity / Choreography How creative are your ideas / choreography, levels, stage use, transitions to and from the ground, formations/ideas.	/ 20
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Synchronisation / Execution Being in sync with each other. Executing / Completing movements in full	/ 20
Stage Presence / Projection Having the presence of a street dancer, confidence, intensity, and projecting it out into the audience.	/ 20
Musicality How well the dance relates / is used with the music. Using different beats and sounds (not just the simple beats)	/ 20
Entertainment / Crowd Impacting the audience (not about crowd applause but entertainment factor)	/ 10
Appearance Apparel / does the entry represent street dance / their dance piece	/ 10

6.2 Deductions

PERFORMANCE

Fall trip or stumble/per occurrence – Major -0.1
Fall trip or stumble/per occurrence – Minor – 0.05

MUSIC

Music under minimum or over maximum length by more than 5 seconds – 0.1
Contains inappropriate language/per occurrence – 0.1
Late submission of Music – 0.1

PROHIBITED MOVES

Sexual and lewd gestures or movements/per occurrence – 0.05

TRICKS / STUNTS

Unsafe use –0.1 per occurrence

ATTIRE/PROPS

Clothing/attire inappropriate – 0.05
Use of body oils or other substances that affect the performance area – 0.05
Unsafe placement or use per occurrence –0.1

EXITING STAGE

Dancer's exiting the stage during a performance – 0.1 per occurrence
Please note this deduction does not apply to the Megacrew division

7. FINER DETAILS

7.1 Stage Rehearsals

Only entries from the small crew, crew, megacrew and school category 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 their Preliminary round.

Each entry is responsible for coming to their stage rehearsal on time or it may be forfeited.

Stage rehearsals will be Friday between 2:15pm – 5:00pm and Saturday 7:15am – 9:00am on the competition day.

Solo, Duo and Trio entries may be allocated a stage rehearsal if time permits.

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Solo, Duo and Trio entries will be given time after the crew briefing and before their Preliminary round on Friday afternoon or Saturday morning to walk over the stage before the auditorium doors open to the general public. Crew briefings will take place in the auditorium.

7.2 Medical Attention

1. It is the responsibility of the Crew Leader/Manager to report a Crew member's injury or illness to the event organizer(s).
2. If at any time prior to or during competition a Crew member 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 serious disability or injury or needs medical attention.

7.3 Technical Equipment/Sound and Lighting

The audio/visual equipment provided will be of a professional standard.

7.4 Incidences of Extraordinary Circumstances

An extraordinary circumstance is an occurrence beyond the control of competitors that affects their 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 Competitor(s).

7.5 Management of Extraordinary Circumstance

7.5.1 It is the responsibility of the competitor to immediately stop the routine if an extraordinary circumstance occurs.

7.5.2. The competition organizer and Judges will review the situation, and upon a confirming decision and correction of the problem, the entry will be reintroduced, return to the stage and restart their routine. If the claim is determined to be unfounded by the Judges, the entry will not be allowed to restart the performance resulting in a default.

7.5.3. Claim of an extraordinary circumstance presented by competitors after the routine has been completed will not be accepted or reviewed.

7.6 No Show

Any entry 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.

7.7 Auditorium / Backstage Access

The competition entry fee allows each dancer and their Manager and Helper, access to the backstage area for performers as well as entry to the auditorium throughout the entire competition weekend.

7.8 Discrepancies in the Rules and/or Competition

Any problem or discrepancy during a competition must be brought to the attention of the competition organizer during the event. This will be addressed with the Judges and the respective decision(s) made will be final.

7.9 Protests

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

7.10 Awards Ceremony

Prelims: At the end of each Preliminary Round an announcement will be made to announce the entries that are qualifying to finals.

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The preliminary scores and rankings will not be announced at this time. These will only be released at the end of the event through social media.

Special awards from each Preliminary Round will also be announced at this time.

Finals: Two separate finals will be held and will conclude with a ceremony honouring the Competitors with the highest total scores. Prizes and or certificates and or trophies will be awarded to the top three entries in each division.

A full list of rankings and scores will be released following finals on social media.

7.11 Prizes

Our prize pool is valued at over \$8,000

SOLO:

1st Place, Open Division: Next Level Dance Experience Scholarship (Valued at \$160) + trophy

1st Place, Varsity Division: Next Level Dance Experience Scholarship (Valued at \$160) + trophy

1st Place, Junior Division: Next Level Dance Experience (Valued at \$160) + trophy

1st Place, Kids Division: Next Level Dance Experience (Valued at \$160) + trophy

DUO:

1st Place, Open Division: Steez Fitters Custom Uniform (valued at \$320) + trophy

1st Place, Varsity Division: Steez Fitters Custom Uniform (valued at \$320) + trophy

1st Place, Junior Division: Steez Fitters Custom Uniform (valued at \$320) + trophy

TRIO:

1st Place, Open Division: Next Level Dance Experience (Valued at \$480) + trophy

1st Place, Varsity Division: Next Level Dance Experience (Valued at \$480) + trophy

1st Place, Junior Division: Next Level Dance Experience (Valued at \$480) + trophy

SMALL CREWS:

1st Place, Open Division: \$250 + trophy

1st Place, Varsity Division: \$250 + trophy

1st Place, Young Gunz Division: \$250 + trophy

1st Place, Junior Division: \$250 + trophy

1st Place, Kids Division: \$250 + trophy

CREWS:

1st Place, Open Division: \$300 + trophy

1st Place, Varsity Division: \$300 + trophy

1st Place, Young Gunz Division: \$300 + trophy

1st Place, Junior Division: \$300 + trophy

1st Place, Kids Division: \$300 + trophy

MEGACREW:

1st Place, Open Division: \$500 + trophy

1st Place, Junior Division: \$500 + trophy

SCHOOLS:

1st Place, Primary Division: Trophy

1st Place, Intermediate Division: Trophy

1st Place, Highschool Division: Trophy

SPECIAL AWARDS:

There will be various special awards awarded at the end of each session:

Prelims 1:

Next Level Dance Experience Scholarship (Valued at \$160)

Steez Fitters Store Voucher (valued at \$160)



Prelims 2:

Next Level Dance Experience Scholarship (Valued at \$160)
Steez Fitters Store Voucher (valued at \$160)

Fianls 1:

Next Level Dance Experience Scholarship (Valued at \$160)
Steez Fitters Store Voucher (valued at \$160)

Finals 2:

Next Level Dance Experience Scholarship (Valued at \$160)
Steez Fitters Store Voucher (valued at \$160)

SPONSORS PRIZES:

Next Level Dance Experience - Per dancer (value \$160)

- 1x full pass to the Next Level Dance Experience Summer Event being held in the Hawke's Bay on Friday 15th & Saturday 16th January valued at \$120
- Next Level Dance Experience T-Shirt valued at \$40

Steez Fitter Streetwear, Custom Uniform – Per dancer (valued \$160)

- 1x Custom Hoodie or Sweatshirt valued at \$80
- 1x Custom Trackpants or shorts valued at \$80

7.12 Stage

The competition stage size is a minimum of 9m x 7 metres.

The venue where we will be hosting Battle In The Bay has wooden floors on the stage.

7.13 Feedback

There is limited opportunity to have feedback given from the judges the morning following the competition. Please indicate on your registration form if you would like this opportunity.

Feedback will take place at Rezpact, 2/300 Eastbourne St West, Hastings during the Sunday morning workshop sessions.

If you are late or miss your allocated time with the judge's, then we may not be able to slot you in later on in the time schedule.

7.14 REGISTRATION FEE

STANDARD REGO FEE:

The standard registration fee of \$40 per dance includes the following:

- Access to 5x dance workshops
- Competition Registration Fee
- Access to the auditorium throughout the entire competition weekend

ADDITION ENTRY FEE:

Additional Entry fee of \$10 includes the following:

- Participation in one additional entry

This fee is payable for each additional entry a dancer may be a part of.

SCHOOL REGO FEE:

The school registration fee of \$10 per dance includes the following:

- Access to 2x dance workshops on Friday afternoon
- Competition Registration Fee
- Access to the auditorium during the school competition show on Friday night