

WDSF Breaking

Rules and Regulations Manual



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1. Foreword

This Breaking Rules & Regulations Manual (BRRM) contains the primary rules, provisions and requirements for planning, organizing and operating WDSF Breaking competitions. The BRRM shall be the central document for all WDSF Breaking events and consequently the Preamble and all items (A.1 to A.6) and subitems of section "A. General" of the WDSF Competition Rules apply. (**Appendix IX**)

It is important to note that competition formats for Breaking do not only consist of 1vs1 and crew competitions. The sizes of the competing sides can be compatible so that, for example, 3vs3, 4vs4 and also entire crew competitions with a varied and uneven number of crew members are possible. The choice of the mentioned categories is not exhaustive since there are many other popular formats that exist.

Evolution of Content

This is the current version of the BRRM (Version 3), published as of October 2022. The World DanceSport Federation (WDSF) reserves the right to modify this document and the rules reflected herein.

2. Introduction to the Dance Form of Breaking

Breaking is an urban dance style which originated during the mid-1970s in the New York City borough of the Bronx. The earliest innovators of Breaking were African American and Puerto Rican youths. During the following ~40 years, it progressed from its Bronx roots into an internationally recognized cultural art form, with elements of urban dance forms intertwined with extraordinary athleticism.

2.1. A Short History of Competitive Breaking

The art of Breaking evolved from many different dances and other activities that influenced New York youth in the years leading up to the mid-1970s. In the early years, Breakers would break at parties, in clubs and on the street, practicing at home and in the hallways of buildings or in community centres. During that era, structured competitions with judging were seldom held.

By the early 1980's, Breaking had begun to catch the attention of the mainstream media in the United States and the dance became increasingly popular, quickly spreading across the United States and overseas. Breaking crews like the Zulu Kings, Rock Steady crew, Dynamic Rockers and New York City Breakers were formed – they developed not only the foundation of the dance, but also the more complex moves.

In 1983, the major motion picture Flashdance introduced Breaking to the public on a larger scale. Although Flashdance was not intended to be a Breaking movie, only featuring some short Breaking scenes, the movie still had a big impact, inspiring people throughout the world to try it.



After Flashdance, a number of Breaking-focused movies such as Breakin' and Beat Street were produced. Beat Street featured one of the most famous Breaking scenes ever shown on film, the Battle between Rock Steady Crew and the New York City Breakers. It was filmed at the Roxy, which was a popular lower West Side nightclub in Manhattan and the stomping ground for the Breaking scene, where crews from each of the New York areas would come to break and Battle one another.

By the mid-1980's, Breaking had become a global phenomenon with overwhelming media coverage, but by the late 1980's, most people in the world would have declared the Breaking "fad" as having come and gone, at least in the eyes of the public.

As the 1990's approached, only a handful of Breakers worldwide appreciated the cultural relevance of the art form and started to pull other dancers out of early retirement to help activate the Breaking scene again. A lot of activities and collaborations started in the field of dance theatre, but another important stage opened up: judged competitions.

In 1990, the International Battle of the Year (BOTY) was created. In its tradition, crews would perform a showcase representing their countries – an international group of judges would select the best crew performances from the showcase, then the top crews would Battle against one another for first place. It was the first dedicated Breaking event to establish formally judged competitions on a large scale. Today, Battle of the Year involves qualifier events on all continents and is traditionally the largest Breaking event in the world in terms of spectator attendance.

As the 1990's unfolded, other international Breaking events followed, including the Pro-Am in Miami, and The Bboy Summit and Freestyle Session, both in California. With the advent of these judged competitions, renewed interest in Breaking was spawned in urban areas and the Breakers who began competing in this generation grew up participating in organized Battles throughout the world.

In addition to Battle of the Year and Freestyle Session, today's major international Breaking events include The Notorious IBE (Holland), Outbreak Europe (Slovakia), the Red Bull BC One Championships (Global), the UK B-Boy Championships (England), The Silverback Open (USA), BIS (China), and The Undisputed World Finals (Global), among many others primarily in North America, Europe and Asia.

In addition to an active competitive scene with prize money events and professional tours, such as the Undisputed World Series and the UDEF Pro Breaking Tour, Breaking is frequently featured on TV shows and in commercials, as well as in theatre performances or as part of contemporary dance productions. In short, Breaking has evolved into a global cultural art form with many elements of sport, given its athletic nature. This naturally led to the 2016 decision of the International Olympic Committee (IOC) to add Breaking to the 2018 Youth Olympic Games in Buenos Aires and, later, to the sports programme for the Olympic Games Paris 2024.



2.2. The elements of Breaking

Breaking performances consist of, but are not limited to, three main elements: top rock, down rock and freezes, as described below.

A. Top Rock:

In top rock (also **toprock**), all moves are performed standing up.

When top rocking, athletes are preparing to go down to the floor. Most Breaking solos start with top rock. Originally, the moves in the top rock were intended as a signal to other dancers to move out of the way. The attitude of the athletes during this phase of a Breaking set is to be presented with intention. When athletes top rock in the middle of a crowded dance floor at a club, they usually draw attention and a circle will open up around them. This circle then enables each athlete to perform with the space necessary for floor moves. The most frequently used steps in top rock are the Indian or Outlaw Two-Step and the Crossover Step.

B. Down Rock:

Down rock (also **downrock**) is composed entirely of floor moves, when the athlete touches the floor with his or her hands. Supine or prone positions are also included in down rock, when the Breaker is literally on the floor on his or her back or stomach. To gain a better understanding, down rock can be sub-categorized as follows:

- **Drops:** Drops represent the different ways to get down into a floor move, forming the transition between the top rock and the down rock. Some of the more famous drop transitions are called sweeps or coin drops.
- **Footwork / Legwork:** This describes the elaborate steps, leg swings, kicks and sweeps while Breaking on the ground. There are entire concepts like the six-step, the 8-ball or the pretzel, which contain different combinations of step patterns and a variety of interpretations, each of which have their own unique components and traditions in the dance.
- **Spins:** Each turn with a minimum of 360 degrees while on the ground is considered to be a spin. When a spin is executed with a lot of turns at once it becomes part of the family of power moves (also **powermoves**). If a 360-degree turn is performed in the air it is typically referred to as a full twist. The more vertical a spin, the harder it is to hold one's balance. Therefore, the 1990 (a spin on one-hand in a one-arm hand-stand position) or the 2000 (in which Breakers are spinning on two hands held close together when in a handstand position) are sometimes considered to be the kings of the spins. Spin moves such as the head-spin, the backspin or the hand-glide, are moves that Breakers associate with Breaking of the 1980's.
- **Power Moves:** Power Moves are a complex set of fine movements in which the play with gravity is enhanced through centrifugal force - it is the velocity and the dynamic appearance of a power move that gave rise to this descriptive term. All power moves have a spinning



motion and often lead to a circle being formed around the Breakers on the dance floor. In a pure power move set, the athlete's feet seldom touch the ground. Some of the most frequent power moves are derived from air flares, windmills and floats, each of which represents a family of moves.

- **Blow Ups:** Blow ups are quick and explosive move combinations that lead to a surprise moment in an athlete's set. They also sometimes contain flips and freezes.
- **Air Moves:** The term indicates that there is a moment in an athlete's set during which the entire body is in the air. Any kind of jump would suit this description. Flips, for example, are considered to be a family of air moves. A few other examples would include the air backspin, the air flare or the air twist.
- **Transitions:** Transitions are the moves between the moves. They are the links that cause the dynamic flow in an athlete's performance. They can be very subtle but deserve a lot of attention at the competitive level. While other moves such as swipes or windmills may often be performed in a repeating pattern, a transition move is most often performed just once in a set, and often turns the Breaker's performance into something unexpected. Please also note that there is always a transition between the top rock and the down rock, which is called a Go-down or Drop.

C. Freezes:

A freeze is a pose in which the dancer stops moving completely in the middle of a set. The freeze provides the perfect opposite to the Breaker's moving action. In most cases a freeze requires a lot of balance and strength, or a lot of flexibility. If an easy and comfortable freeze is chosen, then the athlete's character must shine through to enhance the impact of the move. What can be confusing is the fact that freeze positions can also be used as moves themselves – the baby freeze for example can easily become part of an athlete's footwork, assuming the athlete decides not to freeze up, but rather to continue dancing. Only a total stop in that position makes it a freeze. The names for freezes usually describe the position in question. A few examples would include: the chair freeze, which looks like one is sitting in a chair; the hollow-back freeze, a freeze in which one stands on his/her head and arches his/her back, so that the feet almost touch the ground.

2.3. The Battle

A Battle, as treated within this rulebook, is synonymous to a dance competition in which two parties compete against one another in the dance-style Breaking to find out who has the better performance skills.

It is described as a competitive exchange/faceoff between two Breaking athletes or between two competitive crews of Breaking athletes during a competition. Battles are formatted with one or more rounds of an equal number of sets, executed in response to the other.



3. General Regulations

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

- Breaking 1vs1 (b-girls and b-boys)
- Breaking crew (b-girls, b-boys and mixed-gender crew)

3.1. Athletes

3.1.1. Eligibility

Each athlete in a WDSF Breaking Competition must be a Member of, or formally affiliated with, a Member Body representing a country – National Member Body (NMB). For athletes from countries without a WDSF Member Body, participation may be granted by the WDSF Breaking Division to WDSF World Breaking Championships, WDSF Continental Breaking Championships, Qualifying events to the Olympic Games and/or Games of Continental Olympic Committees/Associations, the IWGA World Games and the Breaking events of the Olympic Games, Games of Continental Olympic Committees/Associations and/or the IWGA World Games.

Each athlete participating in and representing a country/NMB in WDSF granted competitions, WDSF granted Championships, Qualifiers to the Olympic Games, Games of Continental Olympic Committees, IWGA World Games and/or the Breaking events of the Olympic Games, Games of Continental Olympic Committees/Associations and/or IWGA World Games must at the time of registration and the time of the respective event:

- hold a valid and subsisting passport of the country represented;
- be a Member of the WDSF NMB of the respective country;
- hold a WDSF Athletes' Member ID Number (MIN); and
- hold a valid and subsisting WDSF Athletes' License.

3.1.2. Age Groups

WDSF Breaking events and other Breaking events under WDSF governance, e.g., the Breaking events of Olympic Games, Games of Continental Olympic Committees/Associations, IWGA World Games, may be held in the following age groups:

- **Adult:** Reaches 19th birthday (or older) in the calendar year
- **Youth:** Reaches 16th, 17th or 18th birthday in the calendar year

Athletes of the Youth age group are permitted to participate in the Adult age group.

The WDSF Breaking Division may approve WDSF Youth Breaking competitions, including athletes of age groups Junior II (reaches 14th or 15th birthday in the calendar year) and Junior I (reaches 13th or 14th birthday in the calendar year).



To be eligible for participation in Qualifiers for the Olympic Games, Games of Continental Olympic Committees/Associations and/or IWGA World Games, a participating athlete must meet these age restrictions at the time of the respective Games.

3.1.3. Duties of the Athletes

Any athlete in WDSF Breaking must:

- 3.1.3.1. behave responsibly and with good sportsmanship, including, but not limited to, respecting their fellow athletes, with no offence or threatening behaviour whatsoever;
- 3.1.3.2. sign and follow the WDSF Breaking Athletes' Code of Conduct and Standard of Ethics;
- 3.1.3.3. be compliant with the rules and regulations set by World Anti-Doping Agency (WADA - www.wada.org);
- 3.1.3.4. arrive at the competition venue on time and in reasonable physical and mental shape;
- 3.1.3.5. not consume any alcohol, any other recreational drugs, or smoke during the competition;
- 3.1.3.6. pay attention to the timetable of the event and be ready for the scheduled Battles on time;
- 3.1.3.7. compete in all Battles they are assigned to;
- 3.1.3.8. compete to the best of their ability;
- 3.1.3.9. wear dry clothes in each Battle to ensure the Field of Play (FOP) stays dry; and
- 3.1.3.10. follow the instructions and orders given by the MC and/or the Chair.

3.2. Officials

Under these rules a Chair, Head-Judge or Judge is from a country if she/he holds a valid and subsisting WDSF Breaking License issued by that country's WDSF Member Body and is a citizen of that country.

WDSF Chairs, Head-Judges and Judges are obliged to obey the WDSF Breaking Code of Conduct and Standard of Ethics and must sign the acceptance of all rules and regulations therein. All Officials are subject to the Anti-Doping rules and regulations of the World Anti-Doping Agency (WADA - www.wada.org).

3.2.1. Chair (CP)

A Chair appointed or confirmed by the WDSF Sports Department is responsible for the supervision of every WDSF Breaking Competition. The Chair is responsible to the WDSF Presidium.

The WDSF Chair has the authority to sanction athletes, crews, Judges and other persons for misconduct during a competition. The WDSF Chair must hold a valid and subsisting Judges License for the Trivium Judging System at the time of the event.



The main function of a WDSF Chair is to observe the strict compliance with the rules and regulations as described in the BRRM and other WDSF rules and regulations during WDSF Breaking competitions. They must be familiar with the BRRM and all other relevant WDSF rules and regulations.

The duty of the Chair is to supervise and control WDSF Breaking competitions under their supervision and to enforce the rules and regulations including, but not limited, to the following:

- 3.2.1.1. to examine the Field of Play including its dimensions and quality;
- 3.2.1.2. to examine the readiness of the Judging System IT Team and that their workstation is separated from any audience and unauthorized persons;
- 3.2.1.3. to ensure that First Aid / Medical personnel and required equipment are present at the competition venue at all times;
- 3.2.1.4. to check the lighting and to ensure that it is sufficient and does not create disadvantage or danger to any competing athletes;
- 3.2.1.5. to check the athletes' changing rooms and warm-up area and ensure their satisfactory conditions;
- 3.2.1.6. to check Judges' changing rooms / lounges and ensure that no other guests have access;
- 3.2.1.7. to check the sound system and ensure that it is satisfactory, that the DJ has optimal working conditions and can overlook the entire Field of Play;
- 3.2.1.8. to check the workstations and equipment of the Judges and to ensure they have optimal conditions for their work;
- 3.2.1.9. to confirm any exemptions / seeding into Pre-Qualifier/knock-out round
- 3.2.1.10. to monitor and to confirm any athletes drawing and/or athletes' allocations to color red/blue, Pre-Selection groups, Round Robin groups and battles;
- 3.2.1.11. to check the positioning of the display wall / display screens for all competition-related information; and
- 3.2.1.12. to examine and confirm the final schedule / rundown of the respective event.

The duties of the Chair with reference to the Judges are:

- 3.2.1.13. to ensure all appointed Judges are present at the venue before the competition commences and to find qualified substitute Judges if necessary;
- 3.2.1.14. to meet the Judges - together with the Head-Judge - before the start of the competition and instruct them on the specific circumstances of the competition and their duties;
- 3.2.1.15. to observe - together with the Head-Judge - the behavior of the Judges with regard to the WDSF Breaking Judges Code of Conduct and Standard of Ethics and the WDSF Code of Ethics, whether they are judging in the competition or not. If a sanction against a Judge is imposed, the Chair has the power to replace the sanctioned Judge by an appropriate substitute for the remainder of the competition; and



- 3.2.1.16. To make all reasonable efforts to stop or prevent any unethical conduct by participants, coaches, audience or others towards Judges.

Duties of the Chair during the competition are:

- 3.2.1.17. to check the Judging System IT Team's work and the correctness of the Results and athletes qualified to the next Phase/Stage; and
- 3.2.1.18. to make decisions on any question or issue that arises during the competition, including imposing sanctions according to these rules. A Chair has the power to exclude any person from attending the competition in any case of violations of provisions defined in the BRRM.

Duties of the Chair after the competition are:

- 3.2.1.19. to conduct the debriefing of Judges together with the Head-Judge; and
- 3.2.1.20. to write a report on the competition and to submit this report to the WDSF Sports Department within 7 days. This report shall include any observation or incident of alleged or suspected misconduct by the athletes, Judges or other persons, and any sanctions imposed by the Chair.

3.2.2. Head-Judge

A Head-Judge appointed or confirmed by the WDSF Sports Department is responsible for all Judge-related tasks. She/he must hold a valid and subsisting Judges License for the Trivium Judging System at the time of the event.

The Head-Judge officiates in a non-voting capacity, except for Pre-Selection/Pre-Qualifier Stages if 2 parallel Circles and split Judges' Panels are necessary.

The duties of the Head-Judge are:

- 3.2.2.1. to examine and monitor, together with the Chair, the readiness of the Judging System IT Team;
- 3.2.2.2. to meet the Judges, together with the Chair, before the start of the competition and instruct them on the specific circumstances of the competition and their duties;
- 3.2.2.3. to ensure that the Organizer fulfils all duties towards the Judges;
- 3.2.2.4. to ensure the Judges are present and ready at their workstations at least 5 minutes before the upcoming Stage/Phase of the competition starts;
- 3.2.2.5. to observe and monitor that the Judge's electronic judging devices work properly and that a sufficient substitute is available in case of failure or malfunction;



- 3.2.2.6. to monitor / keep the time of the 10-seconds time frame at the beginning of each battle, when the athlete on the blue side may start the battle and to advise the athlete on the red side to start if the 10 seconds have elapsed and the athlete on the blue side did not start. This order may be presented verbally by the MC or by visual/optical signal.
- 3.2.2.7. to monitor the duration of each competitor's set and to advise the MC on calling the respective athlete to finish their set;
- 3.2.2.8. to ensure that during breaks the Judges remain in the assigned room or in a separate area in the competition venue;
- 3.2.2.9. to observe and monitor the work and performance of the Judges;
- 3.2.2.10. to observe and monitor the behavior of the Judges with regard to the WDSF Breaking Judges Code of Conduct and Standard of Ethics;
- 3.2.2.11. to check the work of the Judging System IT Team during breaks;
- 3.2.2.12. to ensure that only the Chair, the Head-Judge and Judging System IT Team have access to the results until they are delivered to the MC;
- 3.2.2.13. to ensure that the DJ is playing the appropriate music;
- 3.2.2.14. to hold, together with the Chair, a debriefing with the judges after the competition is closed; and
- 3.2.2.15. to write a report and submit it to the WDSF Sports Department within 7 Days. The report shall include all observations regarding the Judges' behavior and a review on the quality of the Judges' work and performance.

3.2.3. Judges

A Judge appointed or confirmed by the WDSF Sports Department must - at the time of the event - hold a valid and subsisting Judges License for the Judging System in use at the respective Breaking competition.

5 Judges, appointed or confirmed by the WDSF Sports Department shall officiate in Pre-Selection / Pre-Qualifier stages when larger Panels are split into two teams to allow the parallel use of two Circles on the FOP.

A minimum of 5 Judges from 5 different countries, appointed or confirmed by the WDSF Sports Department shall officiate at WDSF Breaking for Gold Challenge Series (BfGCS) events.

A minimum of 7 Judges from 7 different countries, appointed or confirmed by the WDSF Sports Department shall officiate at WDSF Breaking for Gold International Series (BfGIS) events and Qualifiers for Games of Continental Olympic Committee/Association Games.

A minimum of 9 Judges from 9 different countries, appointed by the WDSF Sports Department shall officiate at WDSF World and Continental Championships, WDSF Breaking for Gold World Series (BfGWS) events, Qualifiers to the Olympic Games, The World Games and the Games of Continental Olympic Committees/Associations and the events of the respective Games.



The duties of the Judges before, during and after a competition they are appointed to officiate at are:

- 3.2.3.1. to arrive at the competition venue on time and in reasonable physical and mental condition;
- 3.2.3.2. to become familiar with the schedule of the competition and to be ready and on time for each upcoming Stage/Phase of the competition;
- 3.2.3.3. to participate in the scheduled Judges briefing before, and Judges debriefing after, the competition;
- 3.2.3.4. to check that their workstation has a clear view of the entire Field of Play and that their electronic judging equipment works properly;
- 3.2.3.5. to assess the competitors' performance by comparing their relative skills per Battle, Round by Round and to vote each Round independently only according to the rules and regulations of the Judging System in use;
- 3.2.3.6. to obey and follow all relevant rules and regulations including, but not limited to, the WDSF Breaking Judges Code of Conduct and Standard of Ethics (**Appendix XI**) that each Judge has to sign; and
- 3.2.3.7. to follow any instruction given by Chair and/or Head-Judge.

Before, during or after a competition a Judge is appointed to officiate at, a Judge must not:

- 3.2.3.8. justify her/his assessment and votes to the Head-Judge, fellow Judges, audience or to any competitor, except in an instance in which the Head-Judge deems a Judge to be non-compliant with the judging standards;
- 3.2.3.9. discuss any competitor's performance with the competitor, any other competitor, any spectator, or other third party; nor
- 3.2.3.10. be influenced by any external factor, including but not limited to comments by the audience or the MC.

3.2.4. MC/Host

A MC/Host, herein referred to as MC, is the Master of Ceremonies, presenting the event to the audience and communicating with everyone involved. WDSF Breaking events may have one or two MCs, in which case one speaks in the language of the host country of the event, the other one speaking in English. The location of the MC during the competition is on the Field of Play.

The duties of the MC are:

- 3.2.4.1. to ensure a smooth and accurate running of the respective competition;
- 3.2.4.2. to engage with the audience in appropriate manner;
- 3.2.4.3. to only give neutral announcements and comments or none at all;
- 3.2.4.4. not to speak or act in favour or against any of the competing athletes;
- 3.2.4.5. to introduce the Judges, other officials and the competing athletes;
- 3.2.4.6. to call the competitors to the Field of Play and to direct them to their



- assigned start position (red side or blue side);
- 3.2.4.7. to announce the start of a Battle, the finish of a set, the transition to the next set, the switch to the next Round and the end of the Battle;
- 3.2.4.8. to closely communicate with Head-Judge and Chair and to announce their decisions on incidents; and
- 3.2.4.9. to follow any instruction given by the Chair, including but not limited to avoid the use of offensive/obscene language based on religious, cultural, sexual, social and gender or other grounds.

3.2.5. DJ & Music

A DJ is responsible for the music during a Breaking event. WDSF Breaking events may have one or two DJ's. The workstation of the DJ/DJ's must be located in a way that a clear view of the entire Field of Play is maintained throughout the event.

The duties of the DJ are:

- 3.2.5.1. to select and prepare all music needed for the event, including tracks for opening, breaks, closing and medal ceremony;
- 3.3.5.2. to use the respective national anthems from the official WDSF Protocol only;
- 3.2.5.2. to select and prepare appropriate break tracks without explicit lyrics;
- 3.2.5.3. to decide which break tracks will be played during the Battle;
- 3.2.5.4. to closely interact with, and to follow the announcements of the MC;
- 3.2.5.5. to start the Battle by initiating the music;
- 3.2.5.6. to play the same music for both competitors during one round of a Battle;
and
- 3.2.5.7. to liaise with the organizer well in advance to define the procedure of music rights clearance.

A DJ must not make any attempt to influence the Battle and/or to act in favour or to the disadvantage of any athlete.

3.2.6. Judging System IT Team

The Judging System IT Team (JSITT) has to ensure the smooth running of the judging system and rectify any issues that may arise during the competition.

The duties of the Judging System IT Team are:

- 3.2.6.1. to collect and have the participants' information available for the competition;
- 3.2.6.2. to prepare the electronic equipment;
- 3.2.6.3. to have the devices connected; All Judges devices must be protected against unauthorized view with a relevant display shield
- 3.2.6.4. to have a connection to all output devices;
- 3.2.6.5. To conduct all relevant computer randomized drawings and allocations by order of the Chair;



- 3.2.6.5. to evaluate and bring to the attention of the Head-Judge, any discrepancies in the marks, including over-marking and under-marking by judges, showing nationality or any other potential forms of bias;
- 3.2.6.6. to make sure the athletes and the Officials abide by the rules. They must have thorough knowledge of the entire rulebook;
- 3.2.6.7. to evaluate information with or without consulting the Head-Judge and/or Chair;
- 3.2.6.8. to liaise with the registrar to ensure all competitors are present; and have completed the appropriate registration process;
- 3.2.6.9. to ensure all athletes registered in the respective event have an active WDSF license; and
- 3.2.6.10. to upload the results of the event to the WDSF website (www.worlddancesport.org / www.breakingforgold.com) no later than 24 hours after the medal ceremony.

3.3. WDSF Granted Competitions

WDSF Competitions are granted as follows:

3.3.1. WDSF World Breaking Championship

Details and Regulations described in the “WDSF Operating Policy Breaking Competition Structure” - **Appendix X**

3.3.2. WDSF Continental Breaking Championship

Details and Regulations described in the “WDSF Operating Policy Breaking Competition Structure” - **Appendix X**

3.3.3. WDSF Breaking for Gold World Series

Details and Regulations described in the “WDSF Operating Policy Breaking Competition Structure” - **Appendix X**

3.3.4. WDSF Breaking for Gold International Series

Details and Regulations described in the “WDSF Operating Policy Breaking Competition Structure” - **Appendix X**

3.3.5. WDSF Breaking for Gold Challenge Series

Details and Regulations described in the “WDSF Operating Policy Breaking Competition Structure” - **Appendix X**

Any WDSF World or Continental Championship, Games event, Games Qualifier event or WDSF Breaking for Gold ranking event with more than 48 athletes participating in the first stage of Phase 1 must be held over two days with Day 1 at least containing the Pre-Selection and Pre-Qualifier up to and including Top 64. Day 2 then will contain the Top 32 up to and

Starters in Pre-Selection - More than 192 athletes

Starters in Pre-Selection Qualified to Pre-Qualifier		Circle 1 solo R	Round Robin	Best of 3	1vs1 1 Round	1vs1 2 Round	1vs1 3 Round
1 st day	+192	X					
	Top 128	X					
	Top 64	X					
1 st or 2 nd	Top 32					X	

Starters in Pre-Selection - 97 to 192 athletes

Starters in Pre-Selection Qualified to Pre-Qualifier		Circle 1 solo R	Round Robin	Best of 3	1vs1 1 Round	1vs1 2 Round	1vs1 3 Round
1 st day	97 to 192	X					
	Top 64					X	
1 st or 2 nd	Top 32					X	

Starters in Pre-Selection - 49 to 96 athletes

Starters in Pre-Selection Qualified to Pre-Qualifier		Circle 1 solo R	Round Robin	Best of 3	1vs1 1 Round	1vs1 2 Round	1vs1 3 Round
1 st day	49 to 96	X					
1 st or 2 nd	Top 32					X	

Qualified

Qualified to Pre-Qualifier		Circle 1 solo R	Round Robin	Best of 3	1vs1 1 Round	1vs1 2 Round	1vs1 3 Round
2 nd day	Top16		X				
	Top 8			X			
	Top 4						X



	Bronze						X
	Final						X

including the Finals. For WDSF Breaking for Gold International Series and Challenge Series events, exemptions from this rule may be granted by the WDSF Sports Department.

Starters in Pre-Selection	Qualified to Pre-Qualifier
+ 192	128
97 - 192	64
49 - 96	32
17 - 48	16 (Round Robin optional)

3.4. Competition Format

1vs1 Breaking competitions consist of Battles between two athletes. Each Battle consists of a fixed number of Rounds with each of the Rounds following the same sequence: one athlete performs a set first, and then the other athlete responds with a set. Those two sets comprise a Round within a Battle.

crew competitions consist of a series of Battles between the two sides. One side performs a set first and then the other side responds with a set. Those two sets are continuously followed by the sets performed by all crew Members in alternating sequence.

The Battles will be judged by an uneven number of Judges.

Depending on the number of participants, Breaking competitions will commence with a Pre-Selection followed by a Pre-Qualifier Phase, a Round Robin Phase and then a Knock-out Phase.

Battles are to be conducted without any physical contact on the part of the opponents; any physical altercations shall lead to warnings and potentially to disqualification by the Chair, depending on the nature of the altercation.



3.4.1. WDSF BfG International Series, WDSF BfG Challenge Series

PHASE	TITLE	PARTICIPANTS	FORMAT	REMARKS
1	Pre-Selection	all participants <i>16 potential exemptions</i>	One Round Solo	128 advance
	Pre-Qualifier	128	One Round Solo	64 advance
			Two Round 1vs 1 Battle	
2	Top 64	64 - <i>more than 192 starters</i> 64 - <i>up to 192 starters</i>	One Round Solo	Winners advance 32 advance
	Top 32	32	Two Round 1vs1 Battle Two Round 1vs1	16 advance
3	Top 16	16	Best of 3 optional - Round Robin (Olympic Format)	Winners proceed to Top 8
	Top 8	8	Best of 3 1vs1 Knock-out	Winners ⇒ Semi Final



			Olympic Format optional from top 16	
	Top 4	4	3 Round Battle 1vs1 knock- out	Winners ⇒ Final Losers ⇒ Bronze Battle
	Battle for 3 rd Place	2	3 Round Battle 1vs1 Knock- out	
	Final	2	3 Round Battle 1vs1 Knock- out	

3.4.2. WDSF World / Continental Championships, WDSF BfG World Series

PHASE	TITLE	PARTICIPANTS	FORMAT	REMARKS
1	Pre- Selection Pre- Qualifier	all participants <i>16 potential exemptions for BfGWS</i> 128	One Round Solo	128 advance 64 advance
2	Top 64 Top 32	64 - <i>more than 192 starters</i> 64 - <i>up to 192 starters</i> 32	One Round Solo Two Round 1vs1 Battle Two Round 1vs1	32 advance



3	Round Robin	16	4 groups of 4 athletes each All against all within their group Two-Round Battles 1vs1	Place 1 and 2 of each group advance	
	4	Top 8	8	Best of 3 1vs1 Knock-out	Winners advance
	Top 4	4	3 Round Battle 1vs1 Knock out	Winners ⇒ Final Losers ⇒ Bronze Battle	
	Battle For Bronze	2	3 Round Battle 1 vs 1 Knock out		

			Knock-out	
	Final for Gold	2	3 Round Battle 1vs1 Knock-out	

3.4.3. Olympic Format

The “Olympic Format” is mandatory for Phase 3 of any “Olympic Qualifier” (e.g., WDSF World Championships, WDSF Continental Championships, Games of Continental Olympic Committees/Associations, WDSF Breaking for Gold World Series, Olympic Qualifier Series OQS) as it reflects the competition format for the Olympic Games with 16 Starters.

PHASE	TITLE	PARTICIPANTS	FORMAT	REMARKS
1	Round Robin	16	4 groups of 4 athletes each All against all within their Group Two-Round Battles 1vs1	Place 1 and 2 of each group advance
2	Top 8	8	Best of 3 1vs1	Winners ⇒ Semi Final
	Top 4	4	3 Round Battle 1 vs 1	Winners ⇒ Final for Gold Losers ⇒ Bronze Battle
	Battle For Bronze	2	3 Round Battle 1vs1	Winner ⇒ Bronze Medal
	Final For Gold	2	3 Round Battle 1vs1	Winner ⇒ Gold Medal Loser ⇒ Silver Medal



3.5. Requirements for a Breaking Battle

Mandatory elements:

- 2 opposing athletes or crews - each athlete or crew may be accompanied by an entourage of up to three people -
- 1 MC with a microphone connected to a sound system (details see chapter 6.4.)
- 1 DJ with 2 turntables and a mixer connected to a sound system (details see chapter 6.4.)
- Uneven number of Judges
- 1 Head-Judge
- 1 Chair
- Judging system IT structure with appropriate operator(s) (JSITT) (details see chapter 4.)
- Sound system (details see chapter 6.4.)
- Field of Play - one Circle / two Circles (details see chapter 6.1. and 6.3.)

3.5.1. Pre-Battle

1. Before a Battle starts, the Judges take their designated seats, checking if their judging hand-held device is working.
2. The DJ set-up with turntables and mixer needs to be ready and the DJ must be prepared with the music they are going to play.
3. The MC at this point controls the sequencing and keeps visual contact between the Chair, the Head-Judge, the Judges, the DJ, the competitors, the audience and the Judging System IT Team, so as to be able to react quickly to any given situation.
4. The MC checks the microphone and addresses the audience and everybody involved in the upcoming event.
5. The MC then calls the participating athletes to the Field of Play. On the Field of Play, there will be two designated sides for the athletes: The **Red Side** and the **Blue Side**. The athletes shall be assigned to the red or blue side by computer random draw.
6. The athletes move to their assigned side of the Field of Play, getting ready for action. The entourage of each athlete (up to three) must remain behind, supporting the athlete from off the Field of Play.
7. The MC announces the beginning of the Battle and the beginning of each Round within the Battle, as well as the end of each Round and the end of the Battle.
8. The athlete on the blue side may start her/his first set within 10 seconds after the start of the music. If the athlete on the blue side does not start the battle within this timeframe, the athlete on the red side must start the battle.

3.5.2. The rundown of a Battle Round

1. The MC announces the current Round.
2. The DJ plays the first track for the first performance.
3. The competitor defined by the current competition format starts off the Round.



4. Depending on which side is performing, the Judges press either the **Red Side** or **Blue Side** button on their hand-held interface.
5. The Judges can react to the performance by pushing the shortcut buttons according to what they have assessed.
6. The maximum set time of each athlete is 60 seconds. If an athlete goes over time, the Head judge intervenes and the MC calls the athlete to finish. There are no penalties for performing too long or too short.
7. The first athlete performs her/his set on the FOP. The competitor finishes the performance by moving back to her/his assigned side. By doing so the athlete indicates to the opponent and the DJ that the set is finished.
8. The DJ plays the same break track from the beginning.
9. Depending on what side is performing, each Judge presses either the **Red Side** or **Blue Side** button on their hand-held interface.
10. Now the opponent performs her/his set.
11. Once both competitors have finished their sets, the Judges position the faders according to the imbalances of the athletes' skills.
12. The Judges press the submit button once they are certain their assessment is correct.
13. End of the Round.

3.5.3. The end of a Battle

- The MC announces the end of the Battle.
- The athletes shake hands.
- The music stops.
- The results will be displayed on the screen.
- The MC announces the result.

3.6. Anti-Doping Measures

3.6.1. Doping Controls and Infringements

Doping Controls and the administration of Doping Infringements (e.g., disqualification, suspension) follow the Anti-Doping Code of the WDSF and the World Anti-Doping Agency (WADA). WDSF at any time may hand over any part of its obligations to ITA (International Testing Agency) or any similar organization.

Doping Infringements are penalized under the jurisdiction of the WDSF. WDSF at any time may adhere to the CAS ADD program.

4. Judging System

The Trivium Judging System is the recommended system for use at WDSF Breaking competitions based on the experience of the Buenos Aires 2018 Youth Olympic Games. Other judging systems may be considered together with the Organizer and Competition Manager upon approval by the WDSF Sports Department.

For BfG CS and BfG IS events, a use of the Three Fold Judging System or a similar system is possible upon approval by the WDSF Sports Department

4.1. The Trivium Value System

Introducing Direct comparison Judging and the use of the Cross-fader:



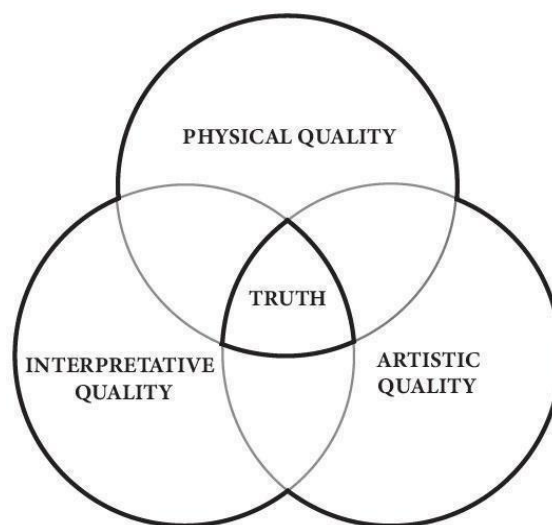
When comparing the performances of the competitors, the balance between them constantly shifts. By using the crossfader's sliding scale, the judges can avoid making binary decisions, allowing their judging to more closely reflect the reality of a gradual decision. This is why the main tool of the Trivium is a crossfader, which enables adjustments in a judge's assessment of all values being judged.

4.2. The Metaphysics of the Trivium Value System

The Trivium Value System is a holistic judging model in which all of its criteria interlink with one another. The whole is always more than the sum of its parts. As such, the judges need to look at the full performances with all of their content, its aspects and how they unfold.

The term "Trivium" is derived from medieval Latin and was intended to mean a place where three roads meet. It was later used to describe the study of grammar, rhetoric and logic, conceptually analogous to the three-part mind-body-soul.

(Further described in chapter 5.3.3.1. The applied practice of Judging)



4.3. The Domains and their Hierarchy

The best way to display the thought process underlying the Trivium Value System is by creating a triangle. In each of the three corners, there is an upsized qualitative domain:



- (1) Physical quality (for the body)
- (2) Interpretative quality (for the soul)
- (3) Artistic quality (for the mind).

Each of these three qualitative domains are in turn divided into two sub-categories, with the Trivium. All criteria interlink with and influence one another and are represented as follows:

The Body: Physical Quality

- 1-Technique 20.0% value fader
- 2-Variety 13.333% value fader

The Soul: Interpretative Quality

- 3-Performance 20.0% value fader
- 4-Musicality 13.333% value fader

The Mind: Artistic Quality

- 5-Creativity 20.0% value fader
- 6-Personality 13.333% value fader

For each of these six domains the Judges have an allocated fader on their hand-held Trivium device (the domains are defined in more detail in chapter 4.6).

Each fader represents the domain's weighting in the matrix. All faders when summed together add up to 100% in value (for more detail refer to chapter 4.6.).

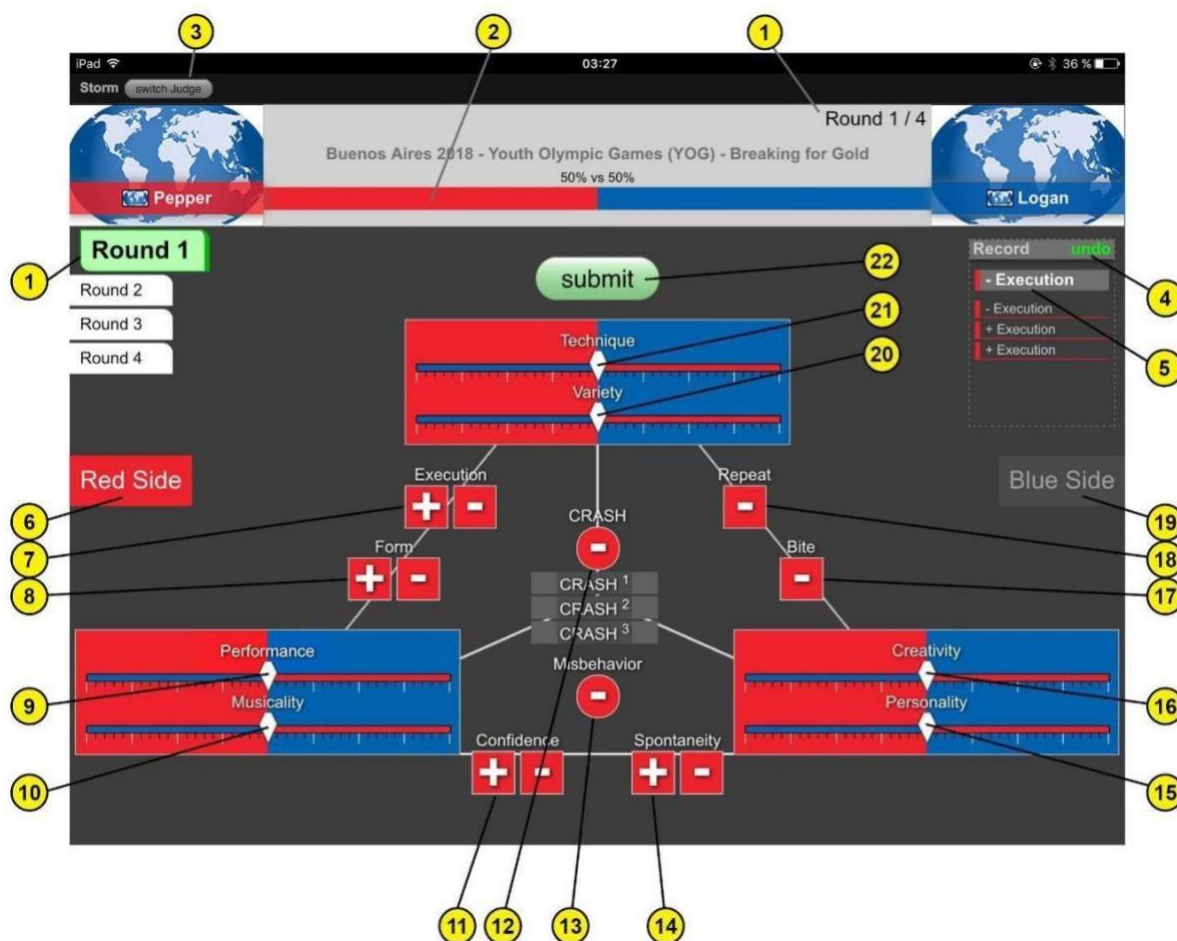
During and immediately after each Round of a Battle, the Judge can adjust these faders according to what the Judge saw during the performances.

4.4. The Trivium Hand-Held Interface

Below is an example of the Trivium Interface. The first picture illustrates the initial setting (**Red Side** activated), the second displays the system in action for the **Blue Side** and the third contains the descriptions of the different buttons (**Red Side** activated).



4.4.1. Descriptive Key to Trivium Hand-Held Device



The figures in parenthesis below are shown in the diagram above.

- (1) Round Information (e.g., Round one of four)
- (2) Balance-Bar
- (3) Judge Switch - change the hand-held interface to another judge (only for administration as needed)
- (4) Undo the last action that happened
- (5) Record of last actions
- (22) Submit Button is pressed after a Round is finished
- (6) **Red Side Button:**
Designates that the athlete or crew on the Red Side is performing
- (19) **Blue Side Button:**
Designates that the athlete or crew on the Blue Side is performing

Shortcut-Score Buttons:



- (7) Execution: to adjust positive and negative for the current athlete
- (8) Form: to adjust positive and negative for the current athlete
- (11) Confidence: to adjust positive and negative for the current athlete
- (14) Spontaneity: to adjust positive and negative for the current athlete

6 Criteria Faders:

- (9) Performance: to adjust the balance in this domain
- (10) Musicality: to adjust the balance in this domain
- (15) Personality: to adjust the balance in this domain
- (16) Creativity: to adjust the balance in this domain
- (20) Variety: to adjust the balance in this domain
- (21) Technique: to adjust the balance in this domain

Shortcut-Penalty Button:

- (12) Crash for each athlete:
 - a. Pressed once within one second => slip, count up CRASH 1
 - b. Pressed 2 times within one second => crash, count up CRASH 2
 - c. Pressed 3 times within one second => wipe-out crash, count up CRASH 3
- (13) Misbehavior for each athlete:
 - a. Every press by a judge counts as a warning from that judge
 - b. Cumulative warnings may result in disqualification
- (17) Bite for each athlete
- (18) Repeat for each athlete - in use only up to 128 athletes registered

The interface is equally divided between red and blue, which represents the participating sides, i.e., the **Red Side** or the **Blue Side**.

At the top there is an information bar including:

- The name of the Judge assigned to the interface.
- The state of the current Round and how many Rounds there will be.
- The name of the current event.
- The names and photographs of the competitors, and the colour that each is assigned.
- A bar that summarizes all of the entered values.

The following pages will provide a detailed explanation of, and descriptive keys for the Trivium hand-held interface.

4.5. The Shortcut-Penalty and Shortcut-Score Buttons

In addition to the faders, there are a few buttons that are directly connected to their function. They enable the judge to react quickly to some key moments in a Battle (find the location of this button on the hand-held interface in Section 4.3)

Depending on what side is performing, each Judge presses either the **Red Side** or **Blue Side** button on their hand-held interface.

The judges can then react to key moments during the performances of the athletes. There are a total of four penalty buttons; **2 simple penalty buttons** and **2 complex penalty buttons**.

4.5.1. Four Penalty Buttons Divided on a Red Side and a Blue Side

Button	Influences domains	Grades per press
Repeat	Variety, Creativity	1.66%
Bite	Variety, Creativity, Personality	2.34%
Crash	All Faders	1 push = slip: 2.50% 2 immediate presses = crash: 5.00% 3 immediate presses = wipe-out: elimination
Misbehavior	Performance, Creativity, Personality	1 press = mild: 2.66% 2 presses = moderate: 5.34% 3 presses = severe: 8.00%

4.5.2. The Shortcut-Simple Penalty Buttons

The 2 simple Shortcut-Penalty Buttons are also found on the lines between the criteria they are connected with and the faders they affect (see chapter 4.6.4. for further details).

The Shortcut-Penalty Buttons can manipulate the **Red Side** or the **Blue Side**, one at the time and only have a deductive function.

Repeat Button	Connected to domain faders: variety, creativity
Bite Button	Connected to domain faders: variety, creativity personality

Each press of a button will be recorded in the cache.

4.5.3. The Shortcut-Complex Penalty Buttons

There are 2 complex Shortcut-Penalty Buttons with more functions than just influencing the fader positions. They can lead to the quick loss of a Round or even to disqualification.



Crash Button	Connected to criteria faders: all domains in the system
Misbehavior Button	Connected to criteria faders: Performance, Creativity, Personality

Crash Button

The button has the special feature open for one second once pressed to enable multiple presses. The button can be pressed between one and three times within one second.

The crash button has three values and the grades of the crash will be counted as followed:

- 1. Slip:** Takes the same percentage of all affected domains as all other penalty buttons
- 2. Crash:** Has twice the value of the Slip
- 3. Wipe-out Crash:** Is such a heavy crash that the Round may be completely lost (further details in chapter 4.6.4.)

If a Judge makes use of the wipe-out crash, the system will indicate that this has happened. If pressed accidentally, the judge should make use of the undo button.

If a wipe-out crash happens, an athlete can only win the Round if the opponent also crashes as badly or worse and the value will be equalized again.

The Judge needs to continue evaluating the athletes' performances after a wipe-out crash.

Misbehavior

While the three buttons for Crash, Repeat and Bite only reflect an individual Judge's assessment, the misbehavior button has an added role beyond deducting values:

- The athletes or crews may collect warnings for misbehavior throughout their participation.
- A warning is triggered when a majority of the Judges have identified the same act of misconduct and have pressed the misbehavior button.
- There is a real-time assessment that shows the cumulative number of warnings on-screen for the competitors and for the public; this information is also displayed on every Judge's hand-held interface.
- The participant's (or crew's) cumulative warning status stays in effect until the end of the contest.
- The degree of the warning increases with the number of button presses.

In addition to influencing the domains, the misbehavior buttons can also lead to a disqualification from the entire contest in two ways (see further details in chapter 4.6.4.)



Disqualification Path #1: Three Bad Acts = Disqualification

- If a majority of Judges press the misbehavior button once for the same act, the athlete or crew gets **one warning**.
- If a majority of Judges press the misbehavior button a second time for another act, the athlete or crew receives a **second warning**.
- If a majority of Judges press the misbehavior button a third time for yet another act, the athlete or crew shall be **disqualified** from the entire contest, subject to a final affirmative decision by the Chair on the disqualification to ensure the certainty of the disqualifying decision.

Disqualification Path #2: Three Independent Warnings = Disqualification

- An athlete or crew will receive a warning by an individual Judge if the Judge presses the misbehavior button three times for that athlete or crew during the course of the competition.
- If an athlete or crew receives warnings from the majority of Judges, then the athlete or crew shall be disqualified, independent of Rounds and Battles, subject to a final affirmative decision by the Chair on the disqualification to ensure the certainty of the disqualification decision.
- In other words, if an athlete or crew takes action that leads to the misbehavior buttons being pressed three times by the majority of Judges, the athlete or crew shall also be disqualified, independent of Rounds and Battles, again subject to a final affirmative decision by the Chair on the disqualification.

Timing of Disqualification Decisions

- No athlete or crew shall formally be disqualified until the conclusion of the Round Robin Phase, after which a final affirmative decision by the Chair shall be required for the disqualification to become effective.
- During the Knock-Out Phase, an athlete or crew may be disqualified; however, the disqualification shall be subject to a final affirmative decision by the Chair.
- If the Chair affirms the disqualification, then the athlete or crew shall be subject to immediate disqualification for the next infraction of any kind. The status of the athlete or the crew will be visible on the judges' hand-held tablets.

Accumulation of Warnings Leading to Disqualification

- The misbehavior button gives a participant or crew a warning, which is recorded and carried throughout the entire contest by the judge who has given it.
- Each Judge has the option to give each athlete or crew up to three warnings.
- As a consequence, each participant or crew can be disqualified through the cumulative results of the misbehavior warnings received.

Possible Direct Disqualification

- The misbehavior button can be pressed up to three times per Judge according to the degree of misbehavior the Judge has observed.



- This means that after the very first serious misbehavior incident an athlete or crew could be disqualified, assuming the majority of Judges have each pressed the misbehavior button 3 times. However, as mentioned earlier, all disqualifications are subject to a final affirmative decision by the Chair before the disqualification becomes effective.

A Disqualification leads into a Ranking without any Round, Votes or Rank position. The LED Screen/Display Wall will show “DSQ” (Disqualification) or “DQB” (Disqualification by Behavior).

Undo Button

(find the location of this button on the hand-held interface in chapter 4.4.)

The undo button enables a Judge to go one step back. If any fader or button was adjusted by mistake, or if any error occurred, this button is to be pressed to undo the last step.

Submit Button

(find the location of this button on the hand-held interface in chapter 4.4.)

Once both sides have completed their sets and a Round is finished, the requisite faders are adjusted. The Judges press the submit button once they are certain their assessment is correct. In doing so, all evaluations are transmitted to a central computer and a winner for the Round is calculated.

Evaluation Process

The judging panel consists of an uneven number of Judges. Each Judge has one vote per Round of a Battle.

- To win a Round, an athlete or crew must win a majority of the votes of the Judges.
- To win a Battle during the Knock-Out Phase, an athlete or crew must win the majority of the Rounds in that Battle.

In the case of equal Rounds and votes in the Knock-Out, a deciding Round is needed.

4.5.4. Four Score Buttons Divided in a + and a -

The **Red Side** Button and the **Blue Side** Button will designate the athlete on the Red Side and the athlete on the Blue Side (see chapter 4.6.4. for further details about the score buttons).

Button	Influences Criteria	Grades per Push
Execution	Technique, Performance	2.00%



Form	Technique, Performance	2.00%
Confidence	Performance, Personality	1.66%
Spontaneity	Performance, Creativity	2.00%

- The Judges press plus (+) if the athlete did something positive
- The Judges press minus (–) if the athlete did something negative

Two Examples for penalty and score buttons:

- If a contestant crashes, this will have negative consequences on all aspects of their performance. Instead of manipulating each of the six faders, which would take a lot of time and concentration, the crash button may be pressed and all faders will be moved at once to a negative for the crashing contestant.
- If a contestant shows spontaneity in their performance, the Judge doesn't have to move both faders of Creativity and Performance but can quickly press the button designed to reflect spontaneous moments and the two faders move more into the positive.



4.6. Detailed description of the six Judging Domains

Six Cross-faders for the Six Domains

Technique 20.0%	Variety 13.333%
Performance 20.0%	Musicality 13.333%
Creativity 20.0%	Personality 13.333%

The following domains need to be considered by the Judges when arriving at their conclusions.

4.6.1. Physical Quality – A Higher Level Domain in the Trivium

33.333% Score Weighting

This higher-level domain (one of the three) represents the qualities related to the body, which is further subdivided into two categories of lower-level qualities, namely Technique (20.0%) and Variety (13.333%). Technique and Variety are in turn further subdivided into values, which emphasize the key qualities that judges should be paying attention to as they evaluate the athletes.

Technique Values

Judges compare competitors' competence and take into consideration how effectively they utilize their physiological attributes to their advantage, which means both elevating physiological advantages to higher levels of ability, and/or turning possible disadvantages into benefit.

- **Athleticism**
Judges compare performances while considering relative strength, balance, endurance, fitness and agility.
- **Body Control**
Judges compare performances while considering the mastery of the athlete's movement in an effortless and light manner, whilst maintaining purpose and conviction.
- **Dynamics**
Judges compare performances while considering the use of contrast in direction, rotation, speed, shape etc., and how it is implemented in the athlete's movements.
- **Spatial Control**
Judges compare performances while considering the athlete's ability to master the orientation and position of their body to the environment.

Variety Values



It is desirable that competitors demonstrate a diverse range of movements throughout the competition, with minimal repetition. The repeated use of the same movements or patterns shows a lack of diversity.

- **Vocabulary**
Judges compare the range of moves and penalize recurrences.
- **Variation**
Judges compare the range of moves and reward the variety of vocabulary.

4.6.2. Interpretative Quality – A Higher Level Domain in the Trivium

33.333% Score Weighting

This higher-level domain (one of the three) represents the qualities related to the Soul, and is further subdivided into two categories of lower-level qualities, namely Performance (20.0%) and Musicality (13.333%).

These domains are further subdivided into values, which emphasize the qualities that judges should be paying attention to when evaluating the athletes.

Performance Values

It is desirable that competitors demonstrate their superiority of skill and how they deliver their performance.

- **Composition**
Judges should compare performances and deduce how well their turns are constructed. It is also important to observe how effectively their narratives are communicated.
- **Impact**
Judges should compare performances and pay attention to unforeseen and unanticipated movements that invoke a feeling of amazement. They must take the combination of movements and their impact into consideration.
- **Authenticity**
Judges should compare performances and pay attention to how credible they appear to them, and how genuine and sincere their presentation appears.

Musicality Values

It is desirable that competitors respect and demonstrate their understanding of the music and its components.

- **Coherence**
Judges should compare performances in their synchronicity of movement with the pulse of the music.
- **Texture**
Judges should compare the performances in their representations of visual instruments aligned with the music.
The judges compare the performer's articulation of movement, which should also follow the music.



- **Rhythm**

Judges compare the performer's ability to demonstrate different rhythmic expressions to the music.

4.6.3. Artistic Quality – A Higher Level Domain in the Trivium

33.333% Score Weighting

This higher-level domain (one of the three) represents the qualities related to the Mind, which is further subdivided into two categories of lower-level domains, namely Creativity (20.0%) and Personality (13.333%). These domains are in turn subdivided into values, which emphasize the qualities that judges should be paying attention to as the athletes perform.

Creativity Values

It is desirable that competitors develop new concepts and novel movements and demonstrate them.

- **Progression from the Foundation**

Judges compare performances by establishing a defined baseline regarding the term Foundation to then be able to make meaningful observations regarding progress.

- **Response**

Judges compare the competitor's creative approach in responding to their opponent, the music and environment.

- **Improvisation**

Judges compare the competitor's abilities to react and reply in the moment.

Personality Values

It is desirable that competitors show their individual personality and charisma.

- **Stage Presence**

Judges compare performances while considering the competitor's ability to project their energy outwards. Confidence should be displayed, compelling and commanding the viewer to remain engaged with the performance.

- **Character**

Judges compare the competitor's ability to convey and highlight a sense of unique style and distinguished identity. Once this is established, it provides a baseline to evaluate related areas such as stage presence, character and charisma. No matter how physically demanding the competitors' movements may be, they should remain in character.

4.6.4. Overlapping Values

There are a number of values that do not fit neatly within one specific domain and have been identified as affecting various combinations of domains.

Both Physical & Interpretative Criteria Affected

Form (affects both Technique and Performance)



Judges should value competitors' ability to maintain clear and deliberate shapes, both in their core and extremities.

Execution (affects both Technique and Performance)

Judges should value competitors' ability to complete the entirety of their intended movements with purpose and clarity.

Both Interpretative & Artistic Domains Affected

Confidence (affects both Performance and Personality)

Judges should value competitors' ability to perform assertively with belief and conviction.

Spontaneity (Performance and Creativity)

Judges should value competitors' ability to adapt and innovate in the moment, to enhance their performance.

Both Artistic & Physical Domains Affected

Repeat (Variety and Creativity)

Judges should value competitors' ability to demonstrate a diverse range of movements throughout the competition, with minimal repetition (this applies throughout the competition, starting from the first Round to the Final).

Bite (Variety, Creativity and Personality)

A *bite* is a phrase or set of moves, or a combination of moves, taken from another athlete.

It is important to note that there is an academic distinction between a competitor knowingly claiming (under false pretences) that a movement is a product of his or her own creation (and hence taking credit for someone else's achievements) vs a competitor unknowingly using a movement that has been widely accepted to have been created by another athlete. However, in practice, judges can only react to what is observed, given that true ownership of a movement is difficult to ascertain.

Elements copied from another athlete will be penalized.

There is no limit to the amount or type of domains, but all will map in a many-to-one relationship to the 3 key meta-domains: Physical, Artistic, and Interpretative Qualities.

All Domains Affected:

Crash

Non-intentional/accidental movement is divided into three degrees of severity:

- **Slip**

The competitor makes a minor error in his or her movement, which is significant enough to noticeably decrease the quality and increase the uncertainty of a particular movement but does not hinder his or her ability to execute further movements. Competitors are able to recover quite quickly from these types of errors. This results in a 2.50% deduction (to 2 decimal places) of a participant's total evaluation for each Judge who sees the slip.

- **Crash**

The competitor makes a moderate error in his or her movement, which causes a significant stumble, loss of balance or other signs indicating a marked loss of physical control, and the



competitor's movement will appear heavy for a moment. This results in 5.00% deduction (to 2 decimal places) of a participant's total evaluation for each Judge who sees the fault.

- **Wipe-out**

The competitor makes a severe error in his or her movement, completely fails to execute his or her intended movement, and has clearly interrupted his or her turn on the floor. This results in that particular set being discounted, unless the opponent also wipes out, in which case both competitors' sets can be compared as usual.

Misbehavior

This value affects Performance, Creativity and Personality Criteria. Judges should remind themselves of the rules when considering whether or not to penalize competitors for misbehavior.

Athletes should not act in a manner that will bring the dance into disrepute. They should refrain from overtly obscene, lewd, rude, racial, abusive, discriminatory, sexual or violent gestures/acts.

Dangerous movements and self-inflicted injuries caused intentionally and produced by clearly false self-assessment are sanctioned by jurors for ethical reasons alone.

In particular, misbehavior involving physical contact is divided into three degrees of severity:

- **Mild**

Accidental/non-intentional physical contact results in 2.66% deduction (to 2 decimal places) of a participant's total evaluation for each Judge who sees the contact.

- **Moderate**

Deliberate/intentional physical contact results in 5.34% deduction (to 2 decimal places) of a participant's total evaluation for each Judge who sees the contact.

- **Severe**

A deliberate/intentional/aggressive breach of the code of conduct results in a disqualification vote (by that particular Judge). However, a majority of Judges must consider an act of misbehavior to merit disqualification before a competitor shall be disqualified, and all disqualification decisions are subject to a final affirmative decision by the Chair.

There is a real-time assessment that shows the cumulative number of warnings on-screen for the competitors and for the public; this information is also shown on every Judge's hand-held device.

Racial, Extremely Violent or **Extremely Sexual** gestures/acts; Judges are instructed to disqualify the offending competitor when these acts are displayed. However, a majority of Judges must agree on the degree of misbehavior for it to be considered grounds for disqualification, and all disqualification decisions are subject to a final affirmative decision by the Chair.

All such final votes on disqualification shall take place immediately after an act that has triggered disqualification.



4.7. Technical Aspects and Requirements

To ensure an interruption-free implementation, the following requirements must be fulfilled.

Venue

The technical team (Judging System IT Team, JSITT) running the system needs unlimited access to all necessary stage and backstage areas. To allow for quick intervention in case of complications or questions and to reduce the possibility of connection issues (the closer the better), a free workspace close to the location of the judges that is a minimum of 3m² is required. Additionally, a table (with a working surface of about 2m²) and 2 chairs must be provided for placement of the hardware (Server, Router, Wi-Fi etc.).

For outdoor events: The workspace for the JSITT needs to be under the cover of a roof to protect the technical equipment against all weather conditions, e.g., rain, wind and too much sun. Electric fans and a refrigerator with ice box must be available to limit the impact of heat and humidity.

Data Output

- By default, an HDMI-connection with Full-HD resolution to the output devices is required.
- At a minimum, 1x LED-Wall or 2x HD-TV Screens are needed. All graphics are optimized in the following resolution – 16:9 with 1080p (Full HD). All output devices have to provide this standard format.

Please note that special formats and resolutions for output devices can be provided but must be ordered a minimum of 4 weeks before the event.

Connections

- The organizer must provide all required connections, incl. all cables. The technical team will not provide any connections/cables to the output devices.
- The organizer must send information about the connection to the technical team a minimum of 4 weeks before the event.
- The devices of the technical team require the European Standard Plug (Type F), so this socket connection for hardware and the input devices is needed (for other power sockets, an adapter has to be organized). The source of power has to be protected by a UPS (Uninterruptible Power Supply).
- More detailed information can be found in **Appendix VI**.

Handling in case the judging system is not working properly

Each Judge will use one red and one blue flag (or colored paper) to indicate his or her decision. Details about which Judges show which flags will be manually recorded by someone provided by the organization during the competition. The technical team will manage the documentation, preparation of the documents, calculation and transfer of the data to third parties. The organization must provide access to printing facilities.

To be prepared for this case, the organizer has to provide either:

- **2 flags in red and blue** for each Judge;



- or 2 red and blue printed papers for each Judge.

5. Rules & Regulations for the Competition

5.1. Rules & Regulations for Battles

5.1.1. Pre-Selection

The first stage of a WDSF Breaking event shall be a Pre- Selection unless the number of participants is 8, 16, 32, 64 or 128.

A Pre-Selection shall be held as an audition with solo performances. It may be carried out on two parallel Circles on the FOP.

Up to 192 participants/gender: One circle shall host the B-Girls Pre-Selection, the other one shall host the B-Boys Pre-Selection. Which circle hosts B-Girls/B-Boys is determined by draw immediately before the Pre-Selection starts.

More than 192 participants/gender: Both circles are in parallel use for B-Girls and B-Boys respectively.

The Judges panel will be split into two teams and the Head- Judge shall join Team 1 in order to have two teams of 5 Judges each. If the Head-Judge has the same Nationality as one of the appointed Judges, the respective Judge must be allocated to Team 2. If more than 128 athletes participate in the first stage of Phase 1 more than 50% of the participants may be eliminated. A maximum of 128 athletes shall proceed to the next stage. If less than 128 athletes participate in the first stage of Phase 1, no more than 50% of the participating Athletes shall be eliminated. The next phase shall be the Pre-Qualifier Phase.

The left FoP is referred to as FOP1, with Judges Team 1 and the allocated odd heats/battles. The right FoP is referred to as FOP2, with Judges Team 2 and the allocated even heats/battles.

Participants	FOP	Judges per FOP	Athletes advancing
more than 192	2 parallel use / both circles same gender	5	128
97 to 192	2 parallel use /one circle B-Girls/one circle B-Boys	5	64
49 to 96	2 parallel use / one circle B-Girls/one circle B-Boys	5	32
17 to 48	1	5, 7, 9	16



The allocation into groups of 4 athletes and the sequence of their performances one after another on the same Circle is done by computer random draw.

At the beginning of each event, all participating athletes will be listed according to their Initial Ranking.

Definition: Initial Ranking

- According to the order of participating athletes in the WDSF Breaking for Gold World Ranking List (BfGWRL) – status as of the last Monday prior to the event, 23:59 CET/CEST.
- In the case of two or more athletes hold the same position in the BfGWRL, the athlete who registered earlier for the respective event will be given the initial higher-ranking position.
- In the case of one or more athletes not being in the BfGWRL, their position on the initial ranking is appended to the BfGWRL using the date and time of their registration to the respective event, giving the earlier registration the higher position.
-

Rule: Seeding of Top Athletes:

- If more than 64 athletes registered for the event, the best 16 athletes are exempt from participating in Pre-Selection and will be seeded into the Pre-Qualifier according to their position in the BfGWRL, as of the last Monday prior to the event, 23:59 CET/CEST.
- Only athletes placed in the Top 50 are eligible to obtain such exemption.
Confirmation of exemptions is performed by the Chair.

After Pre-Selection the participating athletes will be listed according to their Pre-Selection Ranking.

Definition: Pre-Selection Ranking

ordered by:

- Seeding of Top 16
- summary of ranking positions/judges
- Initial Ranking position
- Extra Round / Decisive “One Round Solo” audition



5.1.2. Phase 2 - Pre-Qualifier

After Pre-Selection, the competition will proceed with a Pre-Qualifier Phase according to the following table:

Participants In Phase 1	Participants In Phase Two	Format	Athletes advancing
more than 192	128	One Round Solo	64
97 to 192	64	Two Round Battle 1vs1	32
49 to 96	32	Two Round Battle 1vs1	16



Top 64 Battles by Ranking		
1	vs	64
2	vs	63
3	vs	62
4	vs	61
5	vs	60
6	vs	59
7	vs	58
8	vs	57
9	vs	56
10	vs	55
11	vs	54
12	vs	53
13	vs	52
14	vs	51

Top 32 Battles by Ranking		
1	vs	32
2	vs	31
3	vs	30
4	vs	29
5	vs	28
6	vs	27
7	vs	26
8	vs	25
9	vs	24
10	vs	23
11	vs	22
12	vs	21
13	vs	20
14	vs	19



15	vs	50
16	vs	49
17	vs	48
18	vs	47
19	vs	46
20	vs	45
21	vs	44
22	vs	43
23	vs	42
24	vs	41
25	vs	40
26	vs	39
27	vs	38
28	vs	37
29	vs	36
30	vs	35
31	vs	34

15	vs	18
16	vs	17



32	vs	33
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After each stage of the Pre-Qualifier the participating athletes will be listed according to their Pre-Qualifier Ranking.

Definition: Pre-Qualifier Ranking

ordered by:

- Summary of Rounds won
- Summary of Votes received
- Pre-Selection Ranking Position
- Initial Ranking Position
- Drawing

All Pre-Qualifier Stages

- Are carried out with **Two Round Battles**.
- The Judges panel can be split into two Teams of five Judges - Head-Judge included.
- The result of the battle shall be displayed after the second round is completed
- In case of a tie after two rounds, the number of votes received shall decide
 - If the number of votes received still results in a tie, a decisive third round shall be danced
- Two parallel Circles will be in use.

If the Pre-Qualifier contains more than 1 Stage:

- The results of all **Pre-Qualifier Stages** are calculated to create a **Pre-Qualifier Ranking**.
- The position in this **Pre-Qualifier Ranking** is then used to determine the battles according to the formula noted above.

5.1.3. Phase 3 - Round Robin

After Phase 2, the Top 16 will advance to Round Robin. Round Robin is not mandatory for BfGCS and BfGIS. In BfGCS and BfGIS Round Robin may be replaced by continuing the Knock-out Phase in the best-of-3 format.



Seeding

For the Round Robin Phase, the Competitors will be assigned to Groups of 4 based on the seeding outlined below.

Example Round Robin with 16 participants based on the Pre-Qualifier Ranking:

Seeding	Once Groups are defined, they are used this way
Group A: #1, #8, #9, #16 Group B: #2, #7, #10, #15 Group C: #3, #6, #11, #14 Group D: #4, #5, #12, #13	Group A: #1, #2, #3, #4 Group B: #1, #2, #3, #4 Group C: #1, #2, #3, #4 Group D: #1, #2, #3, #4

Rundown:

The first and second battles of each group are carried out first, followed by the third and fourth battle of each group and the fifth and sixth battle of each group.

Stage	Battle sequence Brackets indicate the battle pools
Stage 1	(A 1, A 2),(B 1, B 2),(C 1, C 2),(D 1, D 2)
Stage 2	(A 3, A 4),(B 3, B 4),(C 3, C 4),(D 3, D 4)
Stage 2	(A 5, A 6),(B 5, B 6),(C 5, C 6),(D 5, D 6)

The battles of each group are pooled to 3 groups:



Group A, B, C, D	Battles
Battle pool 1	#1vs #2 and #3 vs #4
Battle pool 2	#1 vs #3 and #2 vs #4
Battle pool 3	#1 vs #4 and #2 vs #3

The allocation of these battle pools to the stage 1, 2 or 3 shall be determined by computer random draw.

Pre-Battle

1. For a detailed description see 3.5.1

Round Robin Battle:

1. Each battle in Round Robin shall be a 2-Round Battle.
2. The athlete on the blue side may start the battle during the first 10 seconds of the music. If She/he does not start in this timeframe, the athlete on the red side must start her/his first set
3. The results of the Battle shall be displayed on the screen after the second round is completed
4. For a detailed description see 3.5.2

The end of the Battle

1. For a detailed description see 3.5.3

Definition: Round Robin Ranking

ordered by:

- Summary of Rounds won
- Summary of Votes received
- Pre-Selection Ranking Position
- Initial Ranking Position
- Drawing

The two top ranked athletes of each group will advance to Top 8.



5.1.4. Phase 4 - Knock-Out

Once the Round Robin Phase has concluded, a ranking for each group will be established. This ranking will determine the seeding of the top-ranked opponents for the knock-out phase.

If a competitor drops out of the competition after the Round Robin Phase and before the commencement of the Knock-Out Phase, whether due to injury or other factors, she/he shall be replaced by the next competitor in the respective athlete's group, established during the Round Robin phase.

Framework based on statistics and ranking from previous events showed as "Position" in the table. Knock-Out seeding needs an equal positioning distance between each competitor.

A	B	C	D
1st (Position #1)	1st (Position #2)	1st (Position #3)	1st (Position #4)
2nd (Position #8)	2nd (Position #7)	2nd (Position #6)	2nd (Position #5)

This is how the competitors will be seeded into the Top 8 knock-out

- 2nd of Group B will Battle 1st of Group C (Position #7 vs Position #3)
- 2nd of Group D will Battle 1st of Group A (Position #5 vs Position #1)
- 2nd of Group A will Battle 1st of Group D (Position #8 vs Position #4)
- 2nd of Group C will Battle 1st of Group B (Position #6 vs Position #2)

The winners advance to the Semi-Finals. After the Semi-Finals, the winners advance to the Final, and the losers advance to the 3rd Place Battle. (visual example in **Appendix III**)

- During Phase 4 - Knock-Out phase, the battles shall be done as follows:
 - Top 8 ⇒ best of three
 - Semi-Finals, Finals ⇒ Three Round Battle

The results shall always be displayed after the final round of each battle is completed

Pre-Battle

1. For a detailed description see 3.5.1

Battle

1. For a detailed description see 3.5.2

The end of the Battle

1. For a detailed description see 3.5.3



5.1.5. Final Result

The placements in the final result are determined as follows:

Stage of the event	Place
Final for Gold / Final	Winner: 1st Loser: 2nd
Battle for Bronze / 3rd Place	Winner: 3rd Loser: 4th
Top 8 Top 16 Top 32 Top 64 Top 128	Placement is determined by the number of rounds won and the number of votes received according to the following priorities: Priority 1 - Rounds won total Priority 2 - Votes received total Priority 3 - rounds won during RR Priority 4 - votes received during RR Priority 5 - higher position in BfG WRL Optional for Top 8: decisive battles for 5th and 7th place.
Pre-Selection	-Summary of ranking positions/judges
Disqualified Athlete	Athlete is placed last. Rounds won and votes received are deleted In case more than one athlete is disqualified, all respective athletes are placed last and shall be listed according to the alphabetical order of their artist name

if there is still a tie after using Priorities 1 to 5, these athletes receive the same place. Ranking points for shared places will be awarded as for the highest of the shared places. E.g.: places 25 to 27 are shared

Athletes will be placed "25.- 27.", All these athletes will be awarded the ranking points for place 25.



5.2. Additional Rules & Regulations for crew Battle (TBD)



6. Advertising / Branding Regulations

A. Breaking events governed by the IOC or Continental Olympic Committees/Associations

6.1.1. Field of Play / venue / athletes

Regulations on advertising and branding are decided by the respective Olympic Committee/Association and/or the OC of the respective Games.

All participating athletes and Officials are obliged to obey and to follow these Regulations.

6.2. Breaking Events governed by WDSF

Regulations on advertising and branding are decided and published by the WDSF Presidium.

6.2.1. Field of Play (FOP)

The FOP may only have branding (logo or text) approved by the WDSF.

6.2.2. Venue

The venue may only have branding and advertising according to the WDSF Advertising Regulations.

6.2.3. Athletes

Athletes may have personal sponsors. Type, size and shape of such branding and advertising on training and/or competition dress or personal items (e.g., towels, drinking bottles) must follow the WDSF Advertising Regulations. Bringing additional items, such as national flags, sponsor equipment, drinking bottles with or w/o brand name/logo to the victory ceremony is not permitted.

6.3. Judges, MC, DJ

Judges, MCs, DJs may have personal sponsors. Branding and advertising may be shown on their outfits according to the WDSF Advertising Regulations.

Acoustic or verbal advertising by the MC or DJ is only permitted to advertise sponsors of WDSF or sponsors of the respective event.



7. Event / Production Set Up and Schedule

Certain requirements need to be fulfilled to ensure that the Breaking competition will run smoothly and that the participating athletes can perform at the highest level.

NOTE: *If any of the requirements written down in this chapter can't be fulfilled, the WDSF must be informed before the event takes place to evaluate the situation and adapt to the diverging conditions. In particular this refers to items, where brand names and item names/numbers are mentioned and Sponsorship agreements request to use other brands.*

7.1. Field of Play (FOP) & Production environment requirements

Field of Play surface:

- "Fast Break System Laminate" floor or other floor approved by WDSF
- minimum size 6,5 m x 6,5 m or 6,0 m in diameter (Advised size 8,00 x 8,00 meters or 8 meters in diameter) including the perimeter profile
- placed on solid and flat ground with a minimum of 8,5 x 8,5 meter carpet (Marley floor or similar)
- right side of the FOP (from judges perspective) needs to have a line marked in red (RGB: #ed1b24, RAL 3024 Luminous red)
- left side of the FOP (from judges perspective) needs to have a line marked in blue (RGB: #0058a8, RAL 5010 Gentian blue)
- No lines or markings (e.g., lines of other Sports FOP) other than the above mentioned are allowed
- to ensure the quality of the floor, the Organizer needs to receive the approval of the floor from WDSF at least 1 month prior to the event

Production environment:

- Sound (see chapter 7.4.)
- Light (see chapter 7.4.)
- a minimum of 1 display (Display Wall or LED Screen) for the MC/s and audience with size proportional to the venue
- Sufficient work stations with tables and seats for DJ's and Judging System Operator (optional: additional for Sports Presentation)
- wireless microphones for the MC/s (see chapter 7.4.)
- 2/4 Technics 1210MK2 or similar turntables (two per DJ) each on solid tables/butecs
- 1/2 mixers for DJs (see chapter 7.4.)
- intercom devices for staff (wireless, programmable, multichannel support)
- comfortable seats with backrests for Judges, Judges' assistants, Head-Judge and Chair
- Judging System Hardware/Software (see details in Appendix VI)
- roof cover - ensuring that rain/sunshine have no impact to the FOP and the workstations of any officials



- cooling equipment for electronic devices - where applicable due to climate conditions
- electric fans to provide cooling airflow to the workstations of any officials - where applicable due to climate conditions
- drinking water (still and sparkling) in sufficient quantities for all staff and Athletes at any time during the competition
- FOP surface cleaning mop
- Clipboards with paper and pencils for Judges and Staff

7.2. Back of House (BOH)

The BOH provides a backstage area for the athletes to rest, warm up and refresh themselves. The BOH is ideally located directly and no more than 25 meters behind the FOP, with direct access to the FOP.

In the BOH the following should be available:

- "Fast Break System Laminate" floor (or other approved by WDSF) - identical with the FOP
- minimum size 6,5 m x 6,5 m or 6,5 m in diameter (including the perimeter profile).
- placed on solid and flat ground with a minimum of 8,0 x 8,0 m carpet (Marley floor or similar)
- FOP surface cleaning mop
- Optional: 2 Technics 1210MK2 or similar turntables (two per DJ) each on solid tables/butecs
- Optional: 1 mixer for DJ (see chapter 7.4)
- Optional: Speakers
- as a minimum: proper Breaking music for athletes warm up
- a display / screen showing live images of FOP during the competition
- a flipchart with paper and pencils
- drinking water (still and sparkling), fruits and snacks
- seating facilities
- lockable storage room for athletes personal belongings or security controlled restricted area room
- dry and lockable storage room for the floor, seats, etc.
- Please note: if the BOH warm up floor is outdoor, sufficient Light must be provided for use in evening times
- If the BOH warm up floor is outdoor a roof cover is necessary to avoid any impact of rain/sunshine

7.3. Front of House (FOH)

Audience:

- Ideally, seats for most of the audience with a good view of the competition (grandstands) and space for the audience to sit around the dance floor.

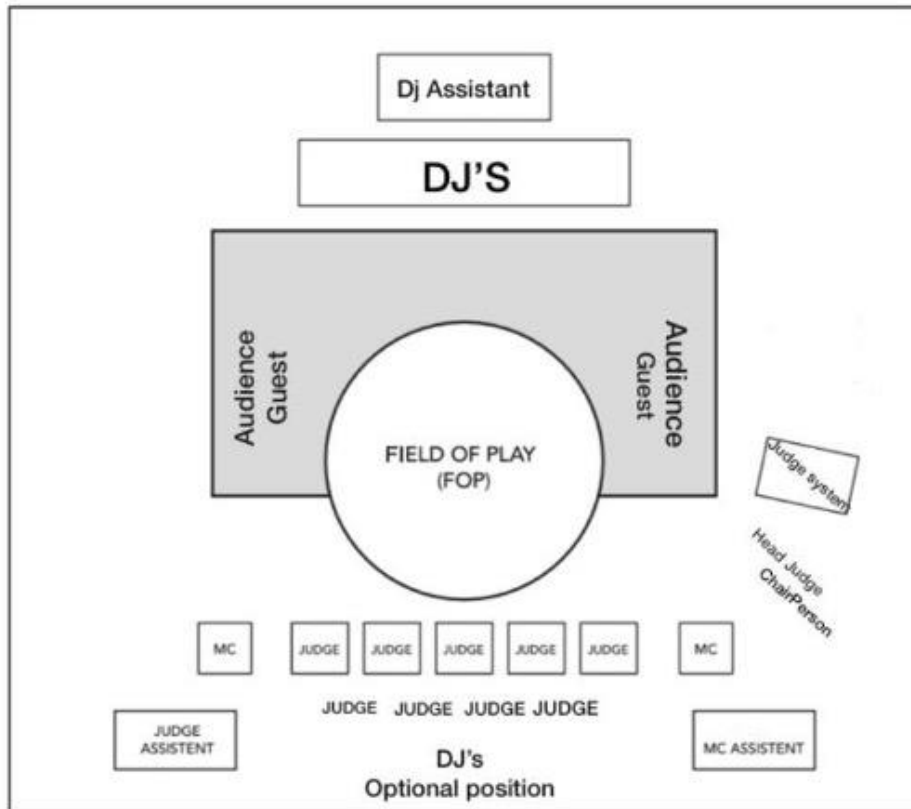


Judges:

- Seats in front of the display with a clear view of the entire FOP.
- Ideally the seats are in two rows of 5 and 4 respectively for 9-judges panels.
- Ideally the seats are covered to the FOP and the audience

DJ/DJ's:

- An elevated workstation either behind the Judges or behind the audience with a clear view of the entire FOP.
- Suggested stage setup (FOP) as shown in the graphic below (and examples in the Appendix IV)



7.4. Lighting / Sound

Light:

For athlete safety, FOP lighting must be consistent and cover the entire FOP. The color should be white (Temperature 2700-3300K). The lighting must not be changed during the competition. Note: enough light is needed for shadow-free lighting.

Additional full stage color light shall be installed for use between the battles:

- Color lighting with focus on surrounding structures & roof of the venue fixed head and moving heads
- Front light with cut and focus on Dancefloor
- Projector light for Judges and DJ's



- No strobe lights, no follow spots

The FOP Light shall be properly centered and not be an overall building cleaning light. If the venue is indoor, it must be possible to fully black out any windows in order to control the light quality.

Sound:

The following equipment is required together with a consistent and uninterruptible power supply:

DJ/s setup for each DJ - recommended systems (or similar):

- 2x Technics 1210MK2 / Pioneer S9
- 1x Pioneer DJM 900 SRT or 1x Rane TTM 57MK2
- 1x bi-amped Cue Wedge, incl. all necessary cross-over amplification and wiring
- monitor speaker

In case only 1 DJ is working alone, a second, identical DJ setup is required as a backup.

MC:

minimum 4 wireless microphones

ULX4D Series with Shure Beta 58 Handheld Microphone	or	EM 3732 with Sennheiser 945 Handheld Microphone
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PA:

The PA system as a whole has to be capable of delivering an undistorted sound pressure of 110 dB(A) to every seat of the audience in a frequency range of 40Hz - 16kHz.

recommended systems (or similar):

- d&b JL-Acoustics: K1/K2/Kara
- Adamson: E15/E12, S10
- Meyer sound: LEO/MILO

Monitoring Stage: (Monitor Speaker)

Attention: No Monitor Speaker must obstruct the view of audience, judges, DJ's to the FOP in any way. Ideally Monitor Speaker are integrated in the FOP perimeter structure or are hung in the lighting rig.

Sidefill systems bi-or triamped including all necessary crossover, amplification and wiring. Amplification guideline: 2KW each side.	or	6x identical biamped wedges including all necessary crossover, amplification and wiring. Amplification guideline: 1KW per speaker
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Single mixes for MC, DJs, Judges

e.g.



recommended systems (or similar):

L-Acoustics ARCS + SB28 Meyersound CQ/650P JM1 + 700HP UPA/USW d&b C7 K&F Access	or	Adamson M12 / M15 Meyersound MJF212 L-Acoustics 115 XT HiQ Martin LE1200 / LE1500 EV XW12 d&b M4 / M2 EAW SM84
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Audio for Press:

Enough outputs for press in all well established formats and connection types

7.5. Staff Requirements

The final number of required staff depends on the individual circumstances of the Breaking competition.

Required skills of support staff:

- fluent in English
- experience in handling event rundowns

Being organized as follows:

- 1x staff responsible for the DJ/s
- 1x staff responsible for the Judges
- 1x staff responsible for Head-Judge and Chair
- 1x staff responsible for the MC/s
- 1x stage manager
- a minimum of 8x for the BOH / Warm Up Area & FOP rundown management
- sufficient staff for sound and light
- sufficient security staff

7.6 Medical / First Aid Provision Requirements

Special Regulations requiring medical services at special WDSF Breaking Competitions:

For WDSF

- World Breaking Championships
- Continental Championships



- Breaking for Gold World, International and Challenge Series

as well as for all Qualifiers to Games, Games Breaking events and WDSF Breaking competitions with more than 1,000 people (including Athletes, Officials and Audience) expected to be present at the competition venue at the same time, the Chair shall ensure that an official care provider licensed by an internationally recognized authority and capable of providing ADVANCED Life Support (ALS) and first medical care for (sports) injuries and other medical incidents must be available at the competition venue at all times. This provider must consist of at least 2 people, of whom at least one must be capable of providing ALS (e.g., 1 paramedic and one emergency physician or ALS licensed paramedic), and must carry all equipment necessary for ALS, including required medication and an Automatic External Defibrillator (AED).

General medical regulations for all WDSF Breaking competitions:

- If more than one Field of Play / Circle is operated concurrently for, or in connection with, competition, the said medical personnel must be able to reach each Field of Play in three minutes or less. If this cannot be ensured, a second medical Basic Life Support (BLS)-provider team of 2 people must be included and available at all relevant times.

The competition organizer is responsible for providing equipment to allow communication between the tournament committee, the Chair and the medical team in the competition venue to ensure an immediate chain of communication for medical incidents.

All these requirements may be superseded by local regulations provided that such local regulations exceed the requirements expressed herein.

In its Application to the WDSF for the granting of a competition, the Applicant must provide to the WDSF in advance of the competition the details of all arrangements that have been made to comply with these rules, including but not limited to the name of the BLS-provider organization and the name and background of the ALS-provider (if applicable).



8. Glossary

Battle	Direct comparison competition format
Best of 3	Battle format - the first athlete to win two Rounds wins the battle
BfG	Breaking for Gold
BfGCS	Breaking for Gold Challenge Series
BfGIS	Breaking for Gold International Series
BfGWRL	Breaking for Gold World Ranking List
BfGWS	Breaking for Gold World Series
BOH	Back of House
Break	The music Breakers perform to, which originates from the percussive part of a Funk or Rock tune
Breaker	Competing athlete who performs in the style of Breaking
BRRM	Breaking Rules & Regulations Manual
Circle	term used in case the FOP hosts two parallel battles - on two Circles
Crew	Team of Breakers
DJ	Disc Jockey
DNF	Did not finish
DNS	Did not start
DQB	Disqualified by Behavior
DSQ	Disqualified
FOH	Front of House
FOP	Field of Play - the dancefloor of a Breaking competition. A FOP may host 1 or



2 Circles

Heat	A group of 4 Breakers performing in the Pre-Selection
IOC	International Olympic Committee
IWGA	International World Games Association
JSITT	Judging System IT Team - technical team running IT-structure of the competition
MC	Master of Ceremonies, Host, Moderator
MIN	Member Identification Number
MTO	Medical time out
NMB	National Member Body
One Round Battle	Battle format used in a Pre-Qualifier.
OVR	On venue results (Display screen)
PA	A public address system (or PA system) is an electronic system comprising microphones, amplifiers, loudspeakers, and related equipment
Phase	A Breaking event may consist of one or more Sections. A Phase may be a Pre-Selection, a Pre-Qualifier, a Round Robin or a Knock-Out. A Phase may consist of one or more stages
Pre-Qualifier	the Pre-Qualifier is the first knock-out Phase (Phase 2) of a Breaking event and determines the best 64, 32 or 16 participants to continue with Phase 3.
Pre-Selection	First Phase of a Breaking competition. If more than 192 athletes Participating, the Pre-selection determines the best 128 participants. More than 50% of the participating athletes may be eliminated. If up to 128 athletes participating, a maximum of 50% of the participating athletes may be eliminated. The Pre-Selection has one stage only.
Round	Part of a Battle, consisting of one set of each of the two athletes competing in that Battle. 1 Round consists of 2 sets in total
Round Robin	Sometimes referred to as Phase 3 of a Breaking competition.



Groups are formed and battle “all-against-all” with a final standing per Group determining who advances to the next Phase

Set	The performance one athlete shows per Round of a Battle
Stage	The Pre-Qualifier may consist of one or more Stages. Each Stage of the Pre-Qualifier eliminates up to 50% of the athletes until the required number of athletes are determined to proceed to Phase 2
WADA	World Anti-Doping Agency
WDSF	World DanceSport Federation
3-Round Battle	Battle format that may be used for the finals. Three rounds are danced before the result is published at the end of the battle only.
2-Round Battle	Battle format used in Round Robin
1vs1	Competition format - one athlete competing against another one
3vs3	Crew competition format - two crews with 3 athletes each competing against each other
4vs4	Crew competition format - two crews with 4 athletes each competing against each other
2-90-2	Battle format with 2 Rounds followed by a 90-second break followed by another 2 Rounds. One athlete starts the first 2 Rounds, the opponent starts the second 2 Rounds
CAS ADD	Court of Arbitration for Sport Anti-Doping Division
ITA	International Testing Agency



9. Appendix I - Contingency Plan

The following chapter addresses methods to handle exceptional situations regarding the competition itself and further exceptional situations, e.g., schedule changes due to extreme weather conditions or technical difficulties.

General Scenarios

Problem: There are difficulties with the DJ/music (e.g., needle skipping, record broken).

Solution: If the Head-Judge does not react, the Judges must continue the judging process. In case of more substantial issues, a round may need to be repeated. Decision taken by the Chair. If the incident occurs again, the Chair may replace the DJ.

Problem: A Judge is not working satisfactorily according to the judging standards.

Solution: The Head-Judge will discuss the issue with the Judge in question. If the behavior is repeated, the Judge needs to be replaced. Final Decision taken by the Chair

Problem: There are technical issues with the computer-based Trivium Value System / scoring system.

Solution: There will be a contingency paper system to maintain results. The Judges need to make a decision by showing flags (red / blue) for the winner after each round of the Battle (see details **Appendix II**).

Problem: A physical altercation takes place during a Battle and both teams should be disqualified or one athlete gets disqualified and the other athlete can't continue because of an injury.

Solution: During the Round Robin, any team or individual athlete whose actions merit disqualification shall lose all Rounds in the Battle in question, as well as all votes for that Battle. The team with an injured athlete who has not been disqualified will win the rounds for the Battle in question and will receive credit for all votes for that Battle. During the Knock-Out Phase, any team that is disqualified will lose all Rounds in the Battle in question, as well as all votes for that Battle.

Exceptional Situations

In the event of lateness or absenteeism on the part of competitors, changes to the competition schedule, trespassing into the competition area by spectators or competitors, or non-compliant clothing worn by competitors or staff involved with the competition, the Chair will determine next steps, coordinating as necessary with the judges and officials. If unforeseeable events unfold (e.g., technical issues, unpredictable weather situations), the competition may be delayed, postponed or interrupted. Examples include the following:

Lateness or Absenteeism:

Problem: One or more competitors are late or absent.

Solution: After a grace period of 1 minute, the athlete or crew may be disqualified by the Chair.



Event Delay / Postponement:

Problem: Competition does not start as scheduled.

Solution: Competition needs to be rescheduled, subject to Organizer's guidelines.

Event Interruption:

Problem: Due to an unforeseen circumstance, the competition may be interrupted.

Solution: If the interruption exceeds 24 hours, the competition shall be started over from the beginning, unless the Chair decides to pick up the competition where it was interrupted. In the case of stoppage occurring during a Round of a Battle, the entire Battle that was interrupted and must be restarted.

Scenarios 1vs1 Battles

Scenario - Before the Event Commences:

Problem: A qualified athlete does not travel to the competition.

Solution: The athlete may be replaced with the next eligible athlete in the ranking or the competition format needs to be adjusted.

Problem: An athlete cannot enter the Round Robin just before the competition starts.

Solution: If no eligible alternative athlete is available, the Chair decides on the contingency plan to be used.

Management of Top 16 Round Robin:

- If 1 athlete is missing: Group A starts with 3 instead of 4
- If 2 athletes are missing: Group A and B start with 3 instead of 4
- If 3 athletes are missing: Group A to C start with 3 instead of 4
- If 4 athletes are missing: Group A to D start with 3 instead of 4

Management of Top 32 Round Robin:

- If 1 athlete is missing: Group A starts with 3 instead of 4
- If 2 athletes are missing: Group A and B start with 3 instead of 4
- If 3 athletes are missing: Group A to C start with 3 instead of 4
- If 4 athletes are missing: Group A to D start with 3 instead of 4
- If 5 athletes are missing: Group A to E start with 3 instead of 4
- If 6 athletes are missing: Group A to F start with 3 instead of 4
- If 7 athletes are missing: Group A to G start with 3 instead of 4
- If 8 athletes are missing: Group A to H start with 3 instead of 4

If there are more athletes missing, continue the suggested pattern until the number for the next Phase is reached.

For Round Robin Groups of 3 athletes, each Battle will consist of 3 Rounds.

For Round Robin Groups of 2 athletes, each Battle will consist of 4 Rounds.



Scenario - During the Round Robin Phase:

Problem: An athlete cannot finish the first Round of a Battle within the Round Robin Phase. **Solution:** In this case the opponent in the Battle automatically wins the respective Round with all the related votes. The battle is finished after one Round.

Problem: An athlete cannot finish the second Round of a Battle within the Round Robin Phase. **Solution:** In this case the opponent in the Battle automatically wins the respective Round with all the related votes.

Problem: An athlete does not have an opponent.

Solution: In this case the athlete present in the Battle automatically wins 1 Round with all the related votes. The battle is finished after one Round.

Scenario - Before Knock-Out Phase:

Problem: An athlete cannot enter the first Battle.

Solution: The athlete will be replaced by the next eligible athlete in the ranking of the Group following the completion of the Round Robin Phase.

Scenario - During Knock-Out Phase:

Problem: An athlete cannot finish the Battle.

Solution: The opponent automatically advances. Missing Rounds and votes are ignored.

Problem: An athlete does not start in the Quarterfinals / Semifinals or Finals.

Solution: If a withdrawal takes place before the Quarterfinal (Top 8) starts, the withdrawn may be replaced by the next placed athlete of the same Group of Round Robin.

Once the Knock-out Phase has commenced, no replacements will take place any more. In that case the athlete present automatically wins the battle with one Round and all votes.

Problem: An athlete cannot finish the Battle.

Solution: The opponent automatically advances. Missing Rounds and votes are ignored.

Problem: An athlete is disqualified.

Solution: The opponent automatically advances. Missing Rounds and votes are ignored.

Scenario - After the Knock-Out Phase has Concluded:

Problem: An athlete is disqualified.

Solution: The lower-ranked athletes move into the higher-ranking positions, taking the spots of any disqualified athletes.



10. Appendix II - Trivium Value System Contingency Paper Version

provided by and8.dance

and8 Service – Battle Brackets & Formats



Service & Support

Battle Brackets & Formats

Round Robin

Groups

Group Position

Position at start of the Round Robin Phase

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group Ranking

Ranking Position after the Round Robin Phase

Ranking	Artist name	Rounds			Votes						
		Battle 1	Battle 2	Battle 3	Battle 1	Battle 2	Battle 3				
	Name										
	Name										
	Name										
	Name										

Notes

Group

Battle 1

2 (Name)

1st round VS 2nd round

Votes

(Name) 1

Battle 2

4 (Name)

1st round VS 2nd round

Votes

(Name) 3

Battle 3

3 (Name)

1st round VS 2nd round

Votes

(Name) 1

Battle 4

4 (Name)

1st round VS 2nd round

Votes

(Name) 2

Battle 5

4 (Name)

1st round VS 2nd round

Votes

(Name) 1

Battle 6

3 (Name)

1st round VS 2nd round

Votes

(Name) 2

Print info: TOP4 (1 copy), TOP8 (2 copies), TOP12 (3 copies), TOP16 (4 copies), TOP32 (8 copies)





provided by and8.dance

and8 Round Robin - Sheet II - Seeding

Round Robin Groups

Position at start of the Round Robin Phase

Group D

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group C

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group B

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group A

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group H

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group G

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group F

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country

Group E

1	Name	Country
2	Name	Country
3	Name	Country
4	Name	Country



provided by **and8.dance**

and8 Round Robin - Sheet III - Ranking Summary

Round Robin Ranking

Ranking Position after the Round Robin Phase

Group A

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group B

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group C

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group D

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group E

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group F

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group G

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Group H

Rank	Name	Rounds	Votes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



provided by **and8.dance**

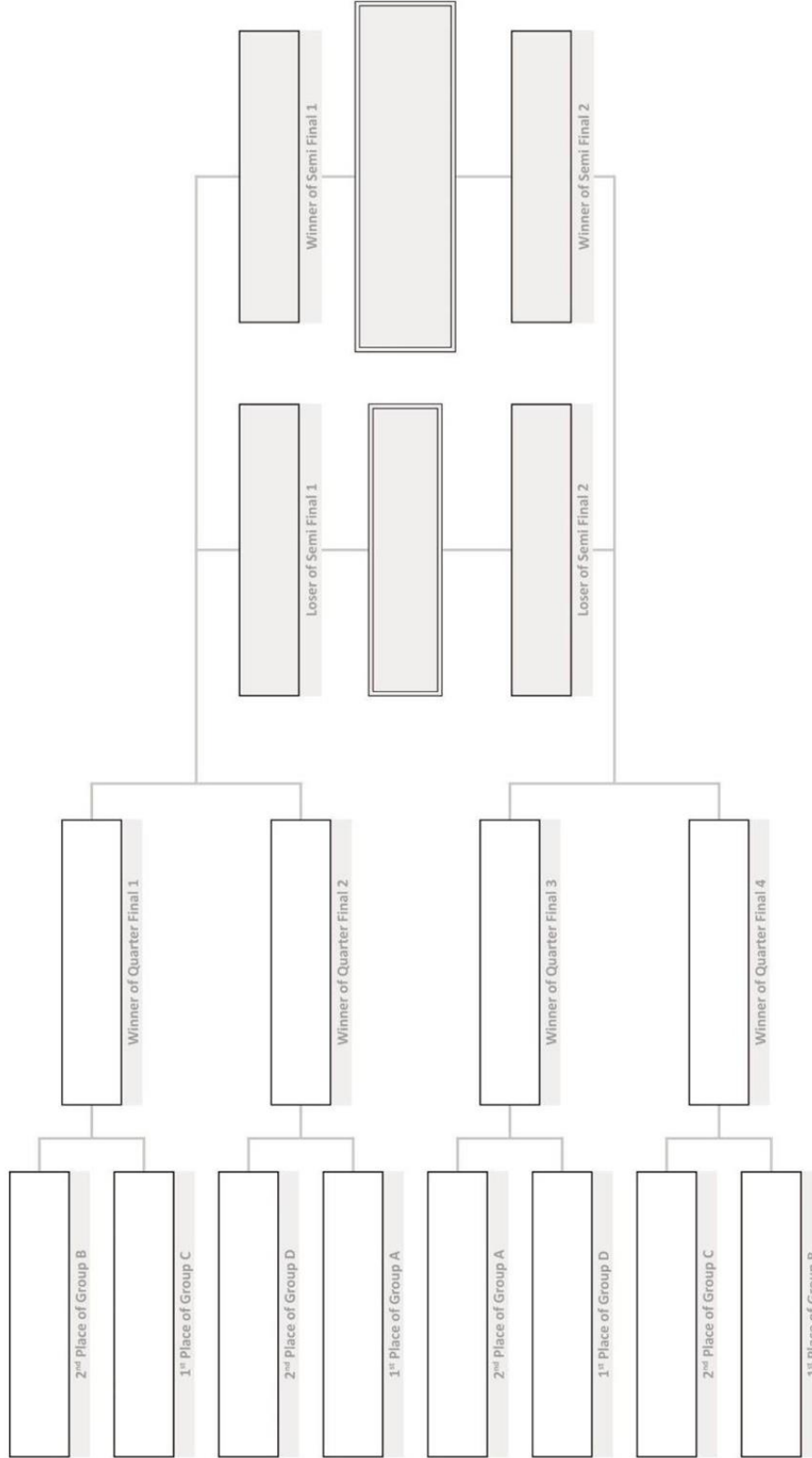
and8 Knock Out - Sheet 1 - Top 8 Battle Tree

1st Place Battle

3rd Place Battle

Semi Finals

Quarter Finals





provided by and8.dance

and8 Knock Out - Sheet II - Evaluation

Final 3rd Place TOP16
 Semifinal Quarterfinal TOP32

Battle

Dancer 1 (Name)

VS

Dancer 2 (Name)

Final 3rd Place TOP16
 Semifinal Quarterfinal TOP32

Battle

Dancer 1 (Name)

VS

Dancer 2 (Name)

	Winner of Round	Winner of Votes	Notes
Round 1	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 2	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 3	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 4	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 5	<input type="text"/>	<input type="text"/>	<input type="text"/>
Summary	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Winner of Round	Winner of Votes	Notes
Round 1	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 2	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 3	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 4	<input type="text"/>	<input type="text"/>	<input type="text"/>
Round 5	<input type="text"/>	<input type="text"/>	<input type="text"/>
Summary	<input type="text"/>	<input type="text"/>	<input type="text"/>

Notes

Notes

Print Info: TOP4 (4 copies), TOP8 (8 copies), TOP16 (16 copies)



provided by and8.dance

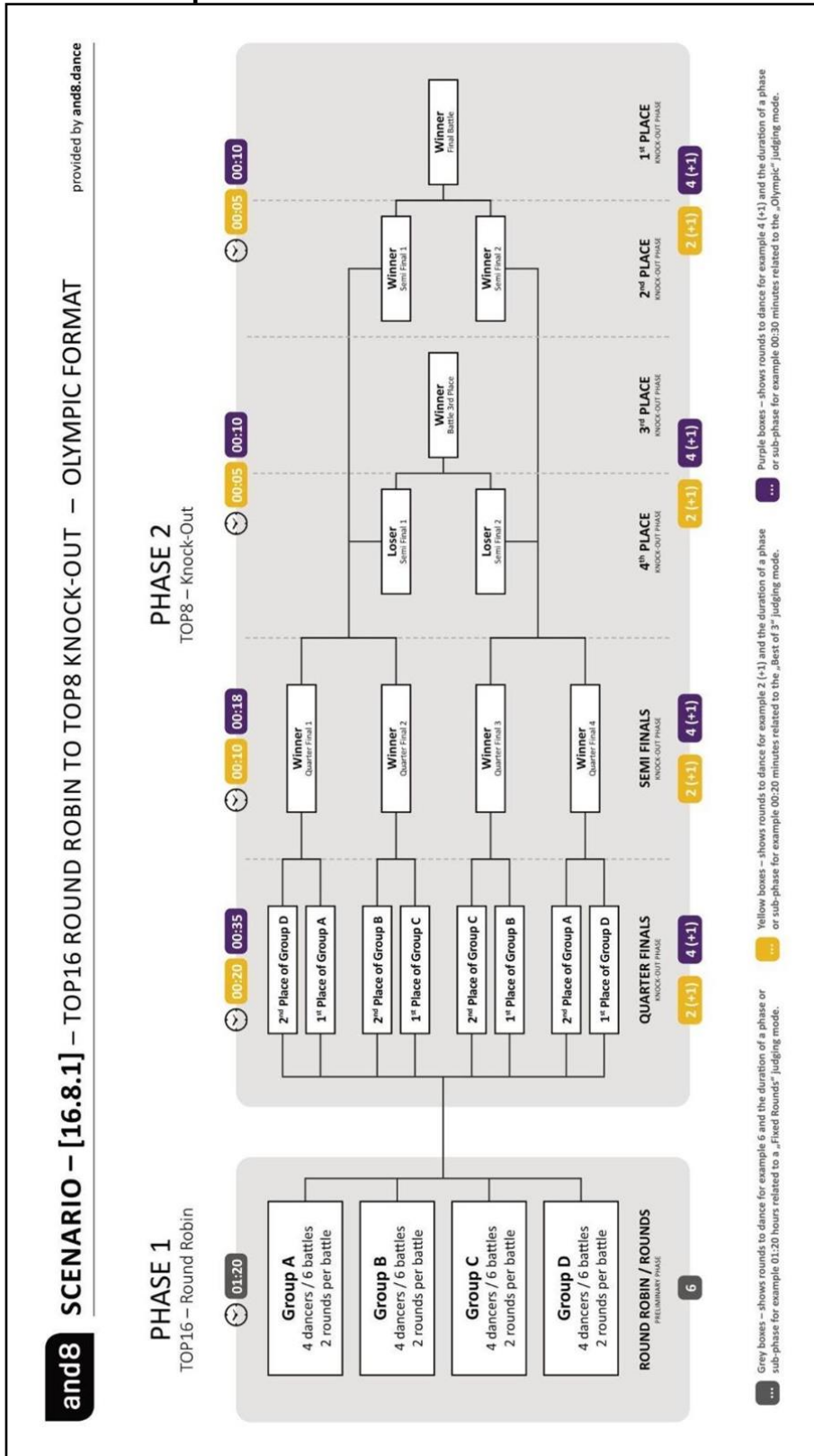
and8 Trivium Value System - Print Form

Judge	Name Dancer: 1	Name Dancer: 2

Judge	Name Dancer: 1	Name Dancer: 2



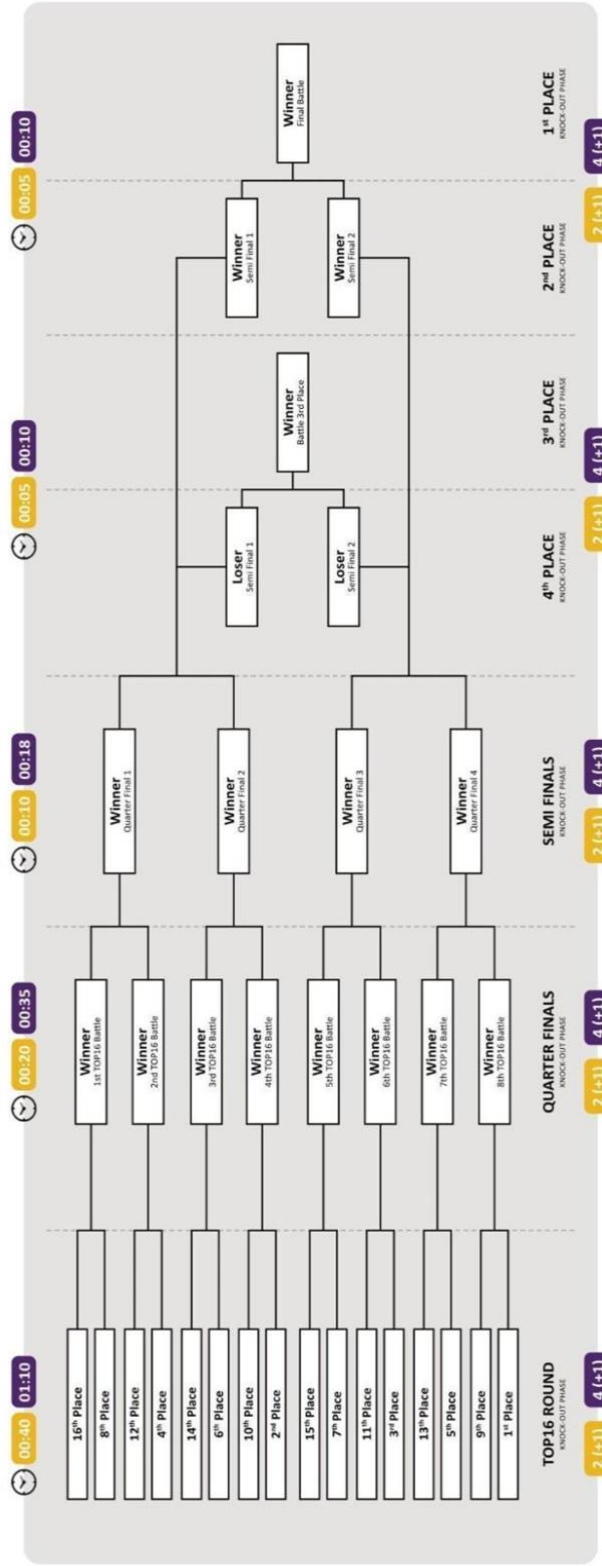
1. Appendix III - Examples Round Robin and Knock-Out constructs





and8 SCENARIO – [16.1] – TOP16 KNOCK-OUT

provided by and8.dance



... Yellow boxes – shows rounds to dance for example 2 (+3) and the duration of a phase or sub-phase for example 00:20 minutes related to the „Direct of 3“ judging mode.

... Purple boxes – shows rounds to dance for example 4 (+1) and the duration of a phase or sub-phase for example 00:30 minutes related to the „Olympic“ judging mode.



1. Appendix IV - Examples stage set-up (FOP)





1. Appendix V - Athlete Preferred Name Policy / Artist name Policy

When starting the athlete's registration in the WDSF database, the preferred artist name and the real name are registered and combined with the MIN

It is the responsibility of the athlete and the NMB that the correct and complete artist and real name are submitted to the WDSF database.

In any competition related listing, the athlete is identified by artist name and real name as in the following example:

B-Girl "artist name" - First name real Family name real B-Boy "artist name" - First name real Family name real

In any pre-competition listing, e.g., a program booklet or startlist, the athletes order shall be according to the alphabetical order of their nicknames.

Through the MIN, any approved competition software shall automatically use the athletes' names from the WDSF database.

2. Appendix VI - Technical Rider

and8

and8 Judge – Technical Rider

On-site requirements

To ensure an interruption-free implementation during the usage of „and8 Judge“ the organiser has to fulfill the following requirements. In special cases and for questions please do not hesitate to contact the and8 Team in advance!



Workplace

The „and8 Spot“

- unlimited access to all necessary stage and backstage areas
- a minimum of 3m² free working space close to the placement of the judges
 - quick intervention in case of complications & questions
 - reduction of connection issues (the closer the better)
- 1 table (with about 2m² working surface) and 2 chairs have to be provided
 - needed for the placement of the hardware (Server, Router, Wifi etc.)
- in case of outdoor activities the „and8 Spot“ has/needs to be covered
 - to protect the technical equipment against weather influences (sun, wind or else)



Data output

Output devices / Screens

- by default a HDMI-connection (Full-HD) has to be available
- minimum 1x Beamer+ Screen or 1x LED-Wall or 2x HD-TV Screens are needed
- all and8 graphics are optimized in the following formats and resolutions:
 - **16:9** Resolution: 1920 x 1080 px (Full HD) and 1280 x 720 px (HD Ready)
 - **4:3** Resolution: 1024 x 768 px (VGA) - **please talk to us in case of using 4:3**
- all output devices have to provide one of these standard formats!

Special formats & resolutions e.g. for LED-Walls can be provided.

In this case they have to be ordered a minimum of 4 weeks before the event!



Connections

The organiser has to provide all needed connections (incl. all cables) at the „and8 Spot“!

The and8 team will not provide any connections / cables to the output devices!

The organiser has to send pre-information about the connection (HDMI, VGA or other) to and8 a minimum of 1 week before the event.



European Standard Plug (Type F) (incl. UPS - Uninterruptible Power Supply)

- power supply for hardware and the input devices



HDMI-Connection

- to the output devices e.g. LED-Walls, Screens, Beamer etc.



Internet-Connection (LAN-Connection or WIFI)

- for transmission of data & results (realtime evaluation etc.)



SDI-Connection

- for data transmission e.g. livestream

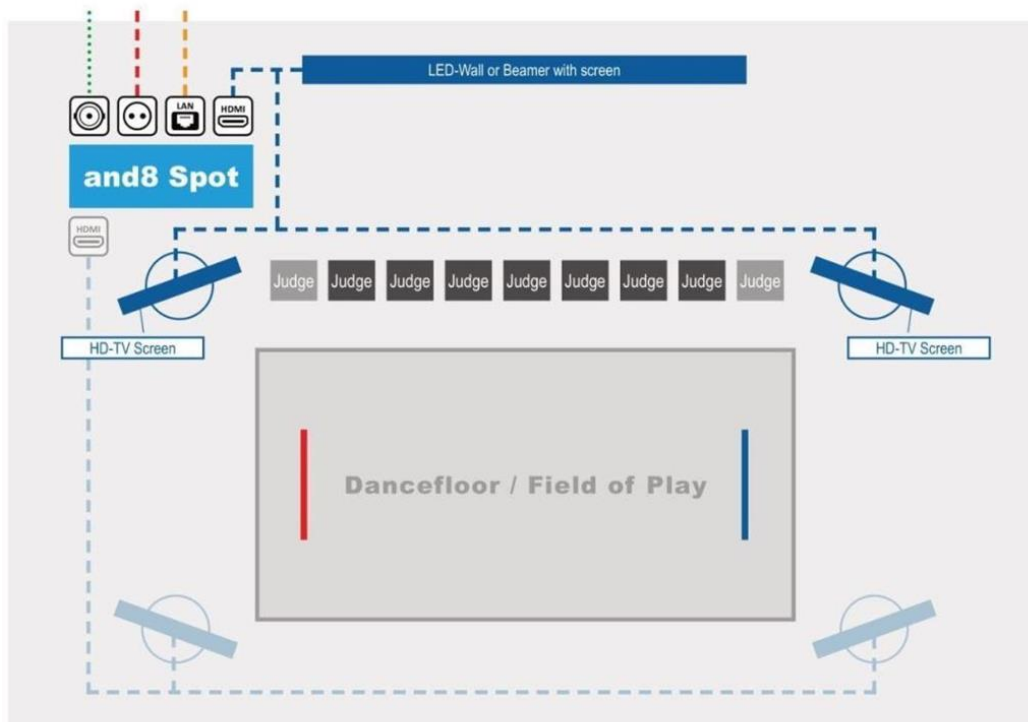


Audio-Connection

- for music playback in case of using videos, trailers etc.

Scenario 1 (Optimal)

To create a perfect situation for participants, judges, the hosts and the spectators the following concept of arrangement is recommended. Please check the remarks for a better understanding!



Important remarks:

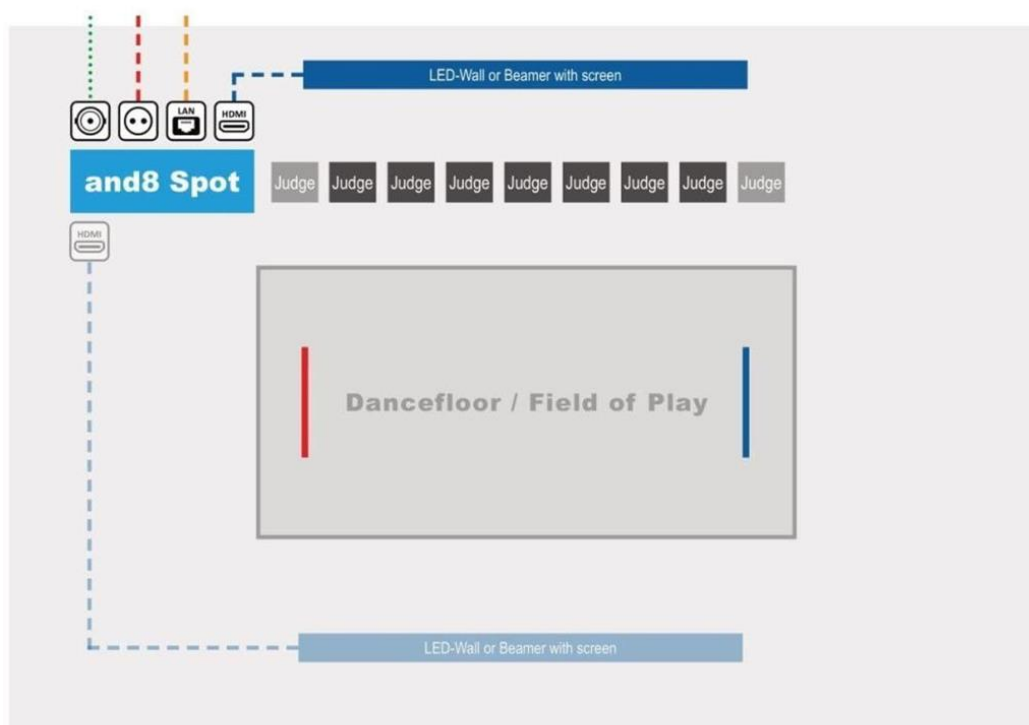
- The position of the screens as well as of the LED-Wall or Beamer with screen has to be focused on the spectators to ensure the crowd is able to see the results. It's important that the dancers see the results as well!
- Furthermore for a better understanding the marking of the red and blue side (either with red and blue spotlights or appropriate floor stickers) is recommended.

Legend:

- European Standard Plug**
(Type F) UPS - Power supply 220/230 V
- LAN-Connection (Internet)**
stable internet connection for realtime transmission of data & results
- HDMI-Connection**
to output devices like e.g. LED-Wall, Beamer, HD-TV Screens, Monitors ...
- SDI-Connection**
for data transmission, e.g. livestream

Scenario 2 (Regular)

There is only one LED-Wall or one Beamer with screen available. The LED-Wall or the screen is placed behind or in front of the judges. Please check the remarks for a better understanding!



Important remarks:

- The position of the screens as well as of the LED-Wall or Beamer with screen has to be focused on the spectators to ensure the crowd is able to see the results. It's important that the dancers see the results as well!
- Furthermore for a better understanding the marking of the red and blue side (either with red and blue spotlights or appropriate floor stickers) is recommended.

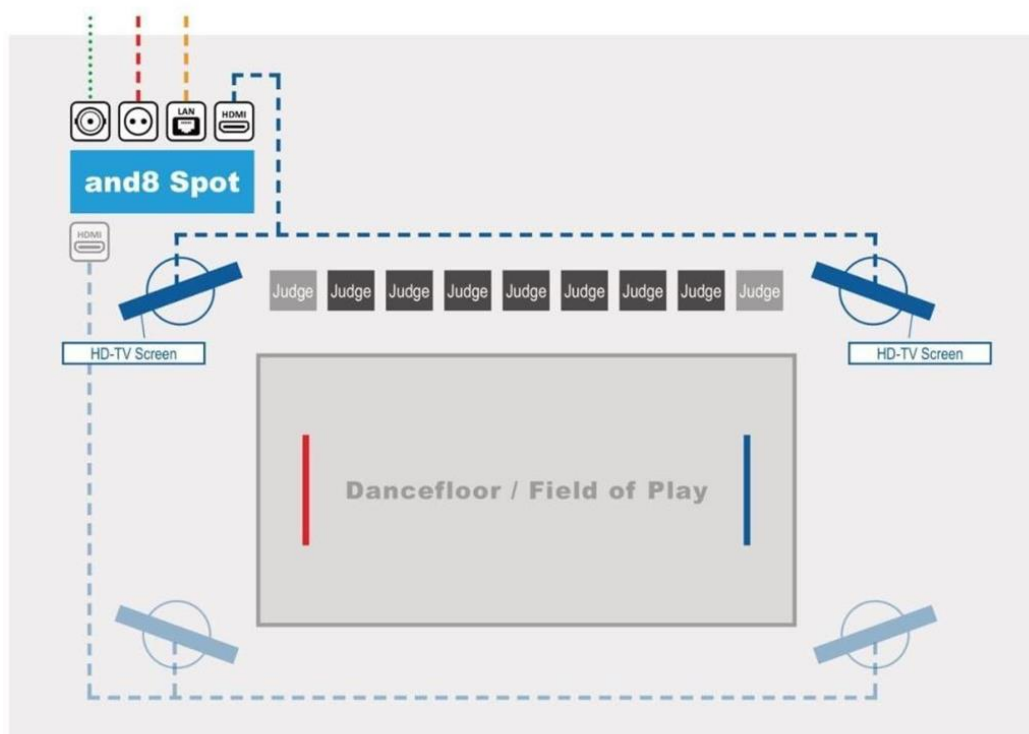
Legend:

- European Standard Plug**
(Type F) UPS - Power supply 220/230 V
- LAN-Connection (Internet)**
stable internet connection for realtime transmission of data & results
- HDMI-Connection**
to output devices like e.g. LED-Wall, Beamer, HD-TV Screens, Monitors ...
- SDI-Connection**
for data transmission, e.g. livestream

Scenario 3

A minimum of 2 HD-TV screens has to be available. The screens are placed behind or in front of the judges.

Please check the remarks for a better understanding!



Important remarks:

- The position of the screens has to be focused on the spectators to ensure the crowd is able to see the results. It's important that the dancers see the results as well!
- Furthermore for a better understanding the marking of the red and blue side (either with red and blue spotlights or appropriate floor stickers) is recommended.

Legend:

- European Standard Plug**
(Type F) UPS- Power supply
220/230 V
- LAN-Connection (Internet)**
stable internet connection
for realtime transmission
of data & results
- HDMI-Connection**
to output devices like e.g.
LED-Wall, Beamer, HD-TV
Screens, Monitors ...
- SDI-Connection**
for data transmission,
e.g. livestream



3. Appendix VII -

4. WDSF Breaking Athletes Code of Conduct and Standard of Ethics

Operating Policy

Status: 24 April 2022

1. Preamble

A good reputation is the foundation of every sport and should be preserved by its federations. Breaking has now become an Olympic medal sport and will have its first Olympic appearance during the 2024 Paris Olympic Games. While respecting the history of Breaking and reflecting its culture, the highest principles of the IOC Olympic charter become Paramount to the Urban Sport. In order to enhance the good reputation of Breaking as an Olympic Sport, its athletes, as well as the World DanceSport Federation, the WDSF Presidium has adopted this **WDSF Breaking Athletes' Code of Conduct and Standards of Ethics**, and it shall be binding on all Breaking athletes in the WDSF DanceSport system around the World.

2. General Conduct of Breaking Athletes

Breaking as a type of DanceSport competition is a pleasure, a privilege and is based on the Olympic principle of joy through effort. It can be practiced by people of various ages and background.

Breaking athletes occupy a position of trust and are significant role models to their peers and to the world generally. A high standard of good conduct before, during and after any WDSF Breaking competition is required of any athlete who has a WDSF Breaking license.

An athlete's conduct both on and off the Field of Play must be consistent with the principles of good sportsmanship. An athlete participating in WDSF Breaking competition:

- will always give his/her best performance regardless of any other considerations
- will always be gracious and conduct himself/herself in a sportsmanlike manner, whether in victory or defeat, and in a way that inspires fellow competitors and future competitors to



attain the highest level of sportsmanship

- will always compete without the use of prohibited substances and will actively fight against doping, respect WADA and act in the spirit of fair play
- will always respect the property of others, whether it is private property or public property
- will always respect his or her competitors, spectators, organizers, and officials
- will not engage in discriminatory conduct
- will not engage in violent or abusive conduct whether verbal or physical or in sexual harassment or abuse of any kind
- will comply with all rules, regulations, policies and decisions of the IOC, the Continental Olympic Committees/Associations, WDSF, the WDSF Presidium and WDSFs Commissions
- will at all times act as an exemplary ambassador for WDSF Breaking, and his or her own country

A WDSF -Breaking athlete must not behave in a questionable or unseemly manner in public or at any WDSF Breaking competition or other DanceSport-related function or occasion where members of the public (including athletes, spectators and the media) are present in any capacity.

All members of the DanceSport Community, whether coaches, organizers, fellow athletes or others, have an obligation to encourage high standards of good conduct, and discourage unacceptable conduct, by athletes.

3. Rules of Conduct

Athletes who enter any WDSF Breaking for Gold World Ranking competition, WDSF Breaking Championship, IOC Olympic Qualifier granted by the IOC / WDSF, are governed directly by the WDSF Statutes and all other Rules and policies adopted by WDSF. WDSF can take all appropriate action to ensure that any Breaking athletes' conduct is in the best interests of DanceSport.

In any Olympic Qualifier, Games of Continental Olympic Committees/Associations or the Olympic Games the Statutes, rules and regulations of the IOC or the Continental Olympic Committees/Associations apply.

An athlete must not make any false statement in relation to his or her WDSF competition license.

An athlete must not make any false statement in relation to his or her application to compete in any competition.

An athlete must never threaten any person immediately before, immediately after, or during any competition in which s/he is competing, including by using body language, facial expressions, orally



or in writing, in order to improperly affect the outcome of a competition.

An athlete must not touch or otherwise get in physical contact with his/her opponent during battles.

An athlete must never seek by any means to improperly influence, or to intimidate, any Judge, athlete or other person involved in any way in a competition.

An athlete must not publicly question a Judge's decision, honesty or good faith, except in writing addressed in good faith to authorities of competent jurisdiction.

An athlete must dance at competitions in which s/he is registered to compete, or else give reasonable prior notice in writing that s/he will not compete.

An athlete must arrive on time at the competition venue in reasonable physical and mental condition.

An athlete must appear on time to each battle she/he is assigned to compete in.

Subject only to exceptions permitted by law, or innocent accident or mistake, an athlete must not cause damage to property, or take property without lawful excuse, or injure any person, before, during or after a competition.

4. Complaints

Complaints are received, reviewed and decided by either the WDSF Ethics Committee, a responsible WDSF Presidium Member or by any other official responsible to deal with the matter (e.g., the Chair of a competition).

Decisions which are made about complaints may be appealed to the WDSF Disciplinary Council, according to the **WDSF Disciplinary Council Code**.

Any urgent complaints by athletes about Judges or any other aspect of a competition must be addressed only to the Chair during the competition.

Complaints are decided by WDSF and its Members based on the facts, by applying the relevant governing competition Rules, and not on subjective grounds.

Unless it is urgent, a complaint:

- must be in writing, using the form which is available through the WDSF website:



https://www.worlddancesport.org/Rule/Athlete/Operating_Policies/Complaint_Form

- must be completed with a name, address (postal and email), and contact numbers, and must be dated and signed
- must be more than an accusation
- must not be made on condition of anonymity, or on any other condition
- must be clear and specific, including dates, places, etc., and giving reasons
- may be supported by documents, photographs, names, and contact information of witnesses
- must be made within twenty (20) days of the occurrence of the act or omission which is the subject of the complaint, or within twenty (20) days of the time at which the complainant became aware of the same act or omission, provided always that no complaint may be submitted more than 90 days after the act or omission which is the basis for the complaint.

It is unfair, unsportsmanlike, and unacceptable to make an oral complaint (unless it is urgent and addressed to the Chair during a competition), or to circulate anonymous complaints.

5. Sanctions

Any athlete, whose conduct is determined by the WDSF Ethics Committee to be contrary to this Code, is subject to penalties, including but not limited to one or more of the following penalties: an order for compensation (if property is damaged or destroyed and the costs should be reimbursed); disqualification from a competition; a temporary suspension from the right to compete; and in case of recurrent or very serious misconduct a permanent suspension from the right to compete.

The minimum penalty considered by the Ethics Committee will usually be a 3-month suspension from the right to compete.

Any no-show at WDSF Breaking events without reasonable prior notice to the organizer will be sanctioned by deleting one or more of the results counted for the WDSF Breaking World Ranking List and/or the WDSF Olympic Qualifier Ranking.

In general, the first sanction of any conduct contrary to this Code will be a letter of reprimand. In more serious cases the Presidium may apply a more severe level of sanction, even for a first offence or act of misconduct.



5. Appendix VIII - Code of Conduct Officials

WDSF Operating Policy Breaking Chair and Judges Code of Conduct and Standards of Ethics

Status 15 March 2022

1. Preamble

As we have been accepted as an Olympic discipline, it is now more important than ever that we preserve and enhance the reputation upon which the World DanceSport Federation (WDSF) was built. Our reputation demands that we conduct our business ethically and legally, and that our conduct always reflects the values and principles enshrined in the Olympic Charter.

This Code of Conduct and Standards of Ethics ("the Code") is intended to provide a framework of standards for conduct and ethics for Judges. It has been developed as an Operating Policy of the WDSF Presidium in recognition of the fundamental and overriding responsibility of all Judges to maintain the integrity, competence and effectiveness of judging panels as a whole.

The rules and standards set out in the Code are intended to assist Judges to establish appropriate standards of conduct in order that they have the confidence of their peers, the athletes they are judging, the WDSF and WDSF Member Bodies utilizing their services, other sports administration bodies including the IOC, and the sports media and general public.

It must be recognized that the Code cannot anticipate all possible situations in which adjudicators may be called upon to exercise judgement. In all cases, it remains the ultimate responsibility of each individual Judge to consider the intent as well as the letter of the standards, which have been set, to conduct himself/herself in an ethical and professional manner, and to ensure all competitors are judged on their merits, free from any bias or coercion.

Adherence to the standards reflected in the Code is essential to the WDSF's future success. All Judges must become familiar with the contents of this Operating Policy. The WDSF expects every Judge to



take personal responsibility for complying with the Code and to act in a manner consistent with WDSF and IOC values and principles.

The Code applies to all Judges, Head-Judges and Chairs (hereinafter referred to collectively as "Judges") licensed by the WDSF.

The Code may be amended from time to time by the WDSF Presidium.

2. Conflict of Interest

A Conflict of Interest is any interest, relationship, association or activity that is incompatible with a Judge's obligations to ensure that all athletes are judged on their merits, free from any bias or coercion.

Conflicts of Interest arise in particular when the personal interests of a Judge influence that Judge's judgement or ability to act in the best interest of the WDSF, which is the same as the best interest of the athletes.

A Judge must adhere to the rules set out in this Code, and shall retire from the panel where any potential Conflict of Interest arises.

3. Rules for Judges

(a)

A Judge shall not judge in any event, and shall retire from the panel, if s/he knows or believes that his/her physical or mental condition does not allow him/her to perform the job properly without any limitations.

(b)

A Judge shall not judge any event, and shall retire from the panel, where any person competing in that competition is a member of his/her immediate and extended family, including de facto relationships, or where s/he has a personal relationship to any athlete in the competition which makes it inappropriate for him/her to serve as a Judge.

For greater clarity, the words "immediate and extended family" include anyone to whom that Judge is related by blood or marriage, to the degree of first cousin or closer, or adoption order, or with whom the Judge lives or cohabits.

(c)

A Judge who has a personal relationship with an active athlete cannot at any time be accompanied by this athlete in any official area during a WDSF event where he or she is acting as a Judge. This includes the hotel accommodation, VIP areas, restaurants and official facilities.

Once the athlete retires from active competition dancing this rule will no longer be applied.



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A Judge shall not judge any event, and shall retire from any panel, where any person acting also as Judge is a member of his/her immediate and extended family, including de facto relationships, or where s/he has a personal relationship with any Judge in the competition that could make it inappropriate for him/her to act as such.

(e)

A Judge shall not judge any event, and shall retire from the panel, where any athlete competing is a member of the same crew the Judge belongs to or who is teaching or coaching on a regular basis.

(f)

A Judge shall not accept money, awards, articles or things of substantial material value, or favors or promises of any future consideration, whether as a gift or as payment for services, from any athlete or Organizer, or from any other third party, who may be or may have been affected directly or indirectly by the Judge's decision.

(g)

A Judge shall not make any false representation in respect of his/her accreditation level or experience and in relation to his/her Judge's license.

(h)

Once a Judge is engaged to officiate at a particular event s/he can only act as a Judge throughout the event and this Code applies to the event as a whole.

(i)

A Judge shall not coach, teach, or give any advice to any participating athlete during an event at which s/he is judging, and shall not coach, teach or give any advice at any lesson, camp, workshop or other training function that is affiliated in any way with a WDSF-granted competition at any time during the two-week period prior to the start of that competition if s/he has accepted an invitation to judge at that competition.

(j)

A Judge shall not threaten to score a dancer in a particular way.

(k)

A Judge shall not in any way threaten an athlete during the running of a competition s/he is judging and in which the athlete is competing.

(l)

A Judge shall refrain from publicly taking any partisan position in respect of any athlete s/he may judge in any competition.



(m)

A Judge shall not seek by any means to improperly influence, or to intimidate, another Judge.

(n)

A Judge who is not a member of the judging panel for an event, shall not discuss with any Judge who is a member of the judging panel for that event the merits of the performance of an athlete in that event or any previous performances or results, before the completion of the event.

(o)

A Judge shall not discuss the merits of a Competitor's performance with the Competitor before the end of the event in which s/he is judging.

(p)

A Judge shall not seek to influence the outcome of a competition other than by judging all athletes in the competition on their merits

(q)

A Judge, when appointed to judge a WDSF event, has to judge strictly according to WDSF rules and policies.

(r)

A Judge shall not engage in any conduct that is intended to gain an advantage for any Competitor.

(s)

A Judge shall not falsely claim to officially represent the WDSF in any capacity.

(t)

If a Judge converses with fellow Judges, Spectators, Competitors or Coaches during an event, s/he may not discuss the performance of any athlete s/he is judging or any of their previous performances or results, until after the end of the event.

(u)

A Judge may only use mobile telephones or portable digital-information devices of any kind on or near to the competition floor for the purpose of judging, and on any questions arising from this policy the Chair's decision shall be final.

4. General Behavior of Judges

Judges shall comply with the following rules of conduct so as to uphold the highest standards of behavior:

(a)



A Judge's behavior both on and off the dance floor must be consistent with the principles of good sportsmanship. A Judge must not behave in a questionable or unseemly manner in public or at any DanceSport-related function or occasion where members of the public (including athletes, Spectators and the media) are present in any capacity.

(b)

A Judge must be consistent, objective and neutral in his/her decisions. Biased judging undermines the whole basis of competition.

(c)

A Judge must not publicly question his/her fellow Judges' judgement, honesty or good faith.

(d)

Where a Judge is permitted by this Code to judge the athletes s/he has coached in the past, the Judge should not allow this relationship to influence his/her judgement.

(e)

A Judge must maintain and develop his/her judging skills by keeping himself/herself informed on developments in technique and style, and any changes in WDSF rules and policies on judging.

(f)

Where judging responsibilities have been assigned to a Judge for a competition, regardless of the status of that competition, the Judge shall not consume any alcoholic beverage or recreational drugs before and during any period of the event, until the end of the event.

(g)

A Judge shall not otherwise act in any way that may bring the image of WDSF or DanceSport into disrepute.

It is a basic requirement of the Judge's license that any Judge engaged to officiate at a competition shall:

(a)

arrive on time at the venue in reasonable physical and mental condition;

(b)

report his/her presence to the Organizer and Chair;

(c)

ascertain the timetable of the competitions;

(d)

be available to perform the duties of a WDSF Judge as scheduled; and

(e)

behave in such a way during the competition as to preserve the good reputation of DanceSport and the WDSF.

During the conduct of a competition, the Judges on the judging panel shall:

(a)

sit apart from one another and at such locations that they do not interfere with the competitors;

(b)

occupy the seats the Judges are assigned to and ensure a vantage point required to see all of the athletes' performances;

(c)

judge independently and not compare opinions with the other Judges;

(d)

check the digital judging devices for full functionality and recording of decisions;

(e)

follow any instruction given by the Head-Judge and/or the Chair;

(f)

concentrate on judging only and not have any communication with the audience, fellow Judges or athletes, nor do anything that might distract him/her, including by the use of any electronic device or camera.

5. Complaints about Judges during a

Competition

(a)

During a competition, the Chair nominated or confirmed by the WDSF is authorized and obliged to observe the compliance of all WDSF-licensed Judges with the Code, whether they be engaged in the competition or not.

(b)

Any complaints regarding the breach of Code during the competition should be made by an official representative of a WDSF Member Body in writing and shall be addressed to the Chair, provided always that anyone may make such a complaint to the Chair when an official representative of a WDSF Member Body is unable or unwilling to do so. Any such complaint shall be submitted using the form available



through the WDSF website:
https://www.worlddancesport.org/Rule/Athlete/Operating_Policies/Complaint_Form

(c)

If the Chair has reason to believe that there has been a breach of the Code by a Judge on the panel of which s/he is Chair, then s/he is empowered and obliged to notify such Judge of the complaint against him/her, hear him/her in reply, and then take appropriate action immediately according to the terms of the Code.

(d)

The Chair shall have the power to reprimand or replace the Judge by an appropriate substitute for the remainder of the competition.

(e)

The Chair shall document any incident or observation of alleged or suspected misconduct by a Judge, and any reprimand or replacement of a Judge, and include it or them in the competition report to the WDSF Sports Department, which shall decide whether further investigation is warranted. The WDSF VP for Sport shall refer each such case to the WDSF Ethics Committee for consideration.

6. Other Complaints about Judges

Any other complaints about an alleged breach of the Code after the results of the competition have been announced must be submitted by a WDSF Member Body or another person in writing to the WDSF Sports Department. Any such complaint shall be submitted using the form available on the WDSF website: https://www.worlddancesport.org/Rule/Athlete/Operating_Policies/Complaint_Form.

A complaint shall not be considered unless the following lodgement criteria are met:

(a)

the complaint must be made in writing and signed by the complainant, and must be lodged with the WDSF Sports Department within ten (10) days of the date of the alleged breach; and

(b)

the complainant must specify the full name, address and contact details of the complaining person or persons and must agree in writing to give evidence and to take all steps in his/her power to require persons with knowledge of the matter of the complaint to be cross examined on that evidence.

If a complaint meets these criteria, the WDSF VP for Sport shall forward the complaint to the WDSF Ethics Committee for further consideration. If these criteria are not met, the WDSF VP for Sport shall write to the complainant immediately advising that s/he has failed to meet these criteria and inviting a revised complaint that meets these criteria.

Nothing in this rule shall prevent the WDSF Ethics Committee from initiating an investigation at any time where the WDSF VP for Sport believes there has been a breach of this Code or any rule or policy of



the WDSF.

The WDSF Ethics Committee shall consider any complaint made under this section. The WDSF Ethics Committee may give a complaint lesser weight or no weight based on the degree to which that complaint is based on hearsay rather than direct evidence.

7. Disciplinary Actions against Judges

If a Judge

(a)

manifestly contravenes the Code, or otherwise commits gross misconduct;

(b)

wilfully infringes any of these rules; or

(c)

is found to have engaged in any conduct which in the opinion of the WDSF Ethics Committee is prejudicial to the interests of WDSF

then the WDSF Ethics Committee shall have the power to reprimand or impose a disciplinary action on the respective Judge, or otherwise to suspend or cancel or revoke the Judge's WDSF license, provided always that no disciplinary action shall be taken unless such Judge shall by notice, in writing, be notified of the complaint against him/her before the WDSF Ethics Committee takes any action.

The Judge has a right to appear before the WDSF Ethics Committee to defend his/her case, be represented by another person or send his/her comments in writing, provided always that this right shall not restrict or delay the WDSF Ethics Committee from acting prior to such appearance if the WDSF Ethics Committee decides that it is in the best interests of DanceSport to do so. The Judge must pay the costs of attending before the WDSF Ethics Committee.

The WDSF Ethics Committee will use its best efforts to help the Judge minimize such costs. All complaints made under this Code shall be considered and decided by the WDSF Ethics Committee according to its absolute discretion and its decision shall be final, provided always that it shall give written reasons for its decision.



6. Appendix IX - WDSF Competition Rules (Preamble & Section A. General)

Preamble

The **WDSF Competition Rules** apply to DanceSport governed by the World DanceSport Federation and all of its Members.

They govern the activities of WDSF Member Bodies and all persons who are members of such entities or who are registered with or affiliated with such Member Bodies. The principal purpose of any application and interpretation of these **Rules** is the best interests of WDSF.

Anti-doping

Doping is forbidden, according to the terms of the **WDSF Anti-Doping Code**.

The WDSF recognizes the anti-doping policies of the World Anti-Doping Agency (WADA) and adopts and applies a **WDSF Anti-Doping Code** corresponding to the WADA Anti-Doping Code. All participants in WDSF DanceSport, including, but not limited to athletes, couples, formations, Chairpersons and Adjudicators, must abide by the **WDSF Anti-Doping Code** and all related WADA regulations and policies.

A. General

1. Rule A.1 (Controlling Organization)

1.1. The World DanceSport Federation (WDSF) is the governing body for all DanceSport competitions and athletes including competition at all levels, internationally and in each country including through that country's WDSF Member body. The only DanceSport competitions that WDSF does not claim to govern and maintain jurisdiction over are those specially declared to be excluded, or to be excluded for a period of time, by the authority of the WDSF Presidium.

1.2. The WDSF is the sole authority worldwide for the determination of amateur status.



2. Rule A.2 (Application)

2.1. These Rules apply to all DanceSport Competitions granted by WDSF, including but not limited to Standard and Latin-American competitions (including 10-Dance, Formations, Team Matches, Teacher-Student competitions, Showdance and Smooth Dance), as well as other dances such as Rock'n'Roll and Boogie-Woogie, Wheelchair Dancing, Urban Dances, Performing-, Stage- and Theatre Dances, Caribbean Dances, Artistic Group DanceSport and Folkloric Dancing, (hereinafter collectively referred to as: "Dance Disciplines"), provided always that: Rules for Teacher-Student DanceSport are administered by the WDSF Professional Division; Rules for Rock'n'Roll and Boogie-Woogie are administered by the WDSF Associate Member the World Rock'n'Roll Confederation; Rules for Wheelchair DanceSport are administered by the World Para DanceSport.

2.2. Every competitor who competes in a competition granted by WDSF must be a Member of or registered or affiliated with a WDSF Member body.

2.3. These Rules apply without exception to all sorts of Standard and Latin-American competitions, if not otherwise indicated. The Preamble and Sections A and B of these Rules and the appendices "WDSF Athletes' Code of Conduct" and "WDSF Adjudicators' Code of Conduct and Standards of Ethics" also apply to Other Dances, unless otherwise indicated, while sections C to E and sections X to Z of these Rules and all other appendices apply to Other Dances mutatis mutandis.

2.4. The appendix **WDSF Adjudicators' Code of Conduct and Standards of Ethics** generally applies for Adjudicators and Chairpersons licensed by WDSF, notwithstanding if they are acting in events covered by Rule A.2.1 or not. In the context of this sub-paragraph, the words "competition" or "competitions" in the **WDSF Adjudicators' Code of Conduct and Standards of Ethics** refer to all sorts of competitions, not just to events covered by Rule A.2.1 above.

2.5. If a certain act of a WDSF Adjudicator or WDSF Chairperson is assessed as a violation of the WDSF Adjudicators' Code of Conduct and Standards of Ethics, and if such a misconduct did not happen in connection with an event covered by Rule A.2.1 above and a WDSF Member Body claims its jurisdiction to handle the regarding case, then the jurisdiction of that WDSF Member Body to pursue and sanction such a misbehavior prevails, provided that

- that Member Body has Rules in force which describe the specific misconduct in kind and degree,
- these Rules are enforced by that Member Body without delay; and
- the violation of this Code is connected with an activity by or in the name of that Member Body or granted by that Member Body.



Even though a situation according to this Article obtains, WDSF's jurisdiction regarding its affairs under the terms of Rules A.2.9 and A.2.11 below remains preserved.

2.6. In cases of overlapping jurisdictions as defined in Rule A.2.5 above, a WDSF Member Body is obliged to claim its jurisdiction towards WDSF without delay as soon as

- that Member Body realizes that the WDSF Adjudicators' Code of Conduct and Standards of Ethics has been violated; or
- that Member Body is informed of the misconduct by a WDSF representative.

2.7. Notwithstanding which body terminates the proceedings or imposes a sanction, Member Bodies of WDSF are obliged to cooperate with WDSF, to make any and all evidence available to WDSF as well as to fully share their files regarding a violation of the WDSF Adjudicators' Code of Conduct and Standards of Ethics with WDSF, whenever Rule A.2.4 above applies. Failing to comply with this sub- paragraph by a WDSF Member Body constitutes a breach of Article 11.6 of the WDSF Code of Ethics.

2.8. A Member Body may ask the Presidium if in its view a situation to which Rule A.2.5 above is applicable obtains and what sanction would ordinarily be imposed by the WDSF Presidium for a specific kind of misconduct. However, in case of any dispute, notwithstanding any opinion given by WDSF re: same, the WDSF Presidium determines in its absolute discretion if the conditions in Rule A.2.5 are in place. The Presidium is obliged to make timely answer to inquiries based on this paragraph. In any case, the WDSF Presidium and the WDSF Member Body shall coordinate their activities.

2.9. Notwithstanding the principle established in Rule A.2.5 above, the jurisdiction of the WDSF based on Rule A.2.4 above remains a parallel jurisdiction as long as the Member Body either

- in a timely manner imposes a sanction of the same kind and degree as if the proceedings had been directed by WDSF on the Adjudicator or Chairperson that violated the WDSF Adjudicators' Code of Conduct and Standards of Ethics; or
- the Member Body informs WDSF of the results of its investigation and the WDSF Presidium agrees that the WDSF Adjudicators' Code of Conduct and Standards of Ethics had not been violated by the regarding Adjudicator or Chairperson or it is in its view not appropriate to impose a sanction on that person.

2.10. For the purpose of enforcing Rules A.2.5 and A.2.9 above, WDSF Member Bodies are obliged to publish the original decision that terminated their proceedings on their official websites, including full information about all sanctions which were imposed on the Adjudicator or Chairperson that allegedly also violated the WDSF Adjudicators' Code of Conduct and Standards of Ethics, as well as to disclose the results of their investigation and the weblink to the decision mentioned in this Rule to the WDSF Presidium.



2.11. The powers of the Presidium, in particular of the Vice-President for Sport and of the Sports Director to investigate possible violations of the WDSF Adjudicators' Code of Conduct and Standards of Ethics are not limited by Rules A.2.5 and A.2.9 above. If in the opinion of the WDSF Presidium a Member Body with a parallel jurisdiction regarding a certain kind of misconduct either fails to render a timely decision, failed to impose an appropriate sanction or refuses to cooperate with the WDSF Presidium completely or partially, the WDSF Presidium may impose sanctions on a person based on WDSF's jurisdiction. Sanctions based on this Rule A.2.11 are subject to an Appeal to the WDSF Disciplinary Council.

2.12. If Rule A.2.5 above applies, time-limited suspensions imposed by the WDSF Presidium on an Adjudicator or Chairperson based on Rule A.2.11 above for an act that violated the WDSF Adjudicators' Code of Conduct and Standards of Ethics shall be set off against the length or period of suspensions imposed by a WDSF Member Body for the same misconduct if these sentences were served fully and as far as the suspension was adopted by WDSF. To this extent, the legal principle of ne bis in idem does not apply in these cases.

2.13. If a suspension (including provisional suspensions) has been imposed by WDSF on persons mentioned in Rule A.2.4 above or a license of such persons has been revoked by the Presidium based on these Rules (including provisional revocations), WDSF Member Bodies are obliged to adopt such sanctions and measures also regarding the work and representation of the sanctioned person for their Federation during the time of the suspension or revocation.

2.14. Suspensions (including provisional suspensions) or revocations of licenses (including provisional revocations) imposed by a WDSF National Member Body on persons mentioned in Rule A.2.4 above can, on request by that National Member Body, be adopted by the WDSF Presidium regarding the work and representation of the sanctioned person for WDSF during the time of the suspension or revocation, if

- the alleged misconduct of the regarding person had violated these Rules and the imposed sanction had been imposed by WDSF similarly in kind and degree if the contravention had happened under WDSF's jurisdiction,
- the regarding National Member Body has an independent organ installed which is entitled to assess sanctions and measures such as imposed in the specific case and the regarding person had access to that body,
- an adoption of the sanction or measure regarding WDSF's affairs seems appropriate to preserve the reputation of WDSF.

The WDSF Presidium determines in its absolute discretion whether or not to impose a sanction based on this Rule. If the Presidium decides to apply this Rule, no one is entitled to claim any indemnification or compensation if the decision of the National Member Body to impose a suspension or to revoke a license is later altered or set aside by the competent body.



2.15. For the purpose of enforcing Rule A.2.14 above, National Member Bodies are obliged to make the information mentioned in Rules A.2.7 and A.2.10 above available to the WDSF.

2.16. Adopted sanctions and measures based on Rule A.2.14 above may be subject to an Appeal to the WDSF Disciplinary Council. In such cases, the subject-matter of the Appeal is limited to the assessment if the conditions in Rule A.2.14 above were given.

3. Rule A.3 (Control of the Regulations)

3.1. The WDSF Sports Director must ensure that these **Rules** are followed at competitions granted under these **Rules**. The Sports Director may delegate this responsibility to a Chairperson.

4. Rule A.4 (Authority of the Presidium)

4.1. The WDSF Presidium is responsible for enforcing these **Rules**.

4.2. The Presidium shall have the authority to make decisions on matters not covered by these **Rules**.

4.3. The Presidium may impose supplementary rules for specific events.

4.4. The Presidium has the authority to include more dances, styles and competition types under the jurisdiction of these Rules. Such inclusions may only be made by an Operating Policy, which shall have the immediate effect of temporarily amending these Rules until the date of the next Annual General Meeting following the date of enactment of the Operating Policy. The Presidium must present a motion to amend these Rules at that AGM in order to replace or revoke that part of the Operating Policy.

4.5. The Presidium has the authority to amend all provisions of these Rules and to declare that provisions in these Rules do not apply if such amendments and reservations only apply to Other Dances (see Rule A.2.1) and are made in order to accommodate specific needs of such dances. Such amendments and reservations may only be made by an Operating Policy which shall have the immediate effect of temporarily amending these Rules for a maximum of five years. During that time, the Presidium must present a Motion to the General Meeting to amend these Rules in order to replace or revoke that part of the Operating Policy.

4.6. The authority of the Presidium to put new activities under the jurisdiction of these Rules (see Rule A.4.4 above) includes the power to amend all provisions of these Rules and to declare that other provisions in these Rules do not apply to such new activities. Such



amendments and reservations may only be made in an Operating Policy following the same procedure as in Rule A.4.5.

4.7. Operating Policies according to Rules A.4.4 to A.4.6 above must be published on the WDSF Website in order to be enforceable.

5. Rule A.5 (Application of these *Rules*)

5.1. WDSF Member bodies are responsible for compliance with the **WDSF Competition Rules** in their respective countries and should use them as guidelines for their own rules.

6. Rule A.6 (Fees for WDSF Competitions)

6.1. The **WDSF Financial Regulations** include the maximum fees which may be charged from time to time by the Presidium for the granting of Championships, Cups and competitions under these **Rules** (also called “WDSF Competitions” in these **Rules**).

6.2. The authority of the Presidium to put new activities under the jurisdiction of these Rules or to amend or limit the application of these Rules with respect to Other Dances (see Rules A.4.4 to A.4.6) includes the temporary power to fix and amend the fees for such new WDSF Competitions or competition types for the five years following the inclusion of the relevant activity in these Rules. During that time, the Presidium shall present a Motion to the General Meeting to amend the WDSF Financial Regulations accordingly.

7. Appendix X - WDSF Operating Policy Breaking Competition Structure



OPERATING POLICY WDSF BREAKING COMPETITION SYSTEM



The WDSF Presidium through the WDSF Breaking Division implements the WDSF Breaking Competition System under the following terms and conditions:

1. WDSF BREAKING CHAMPIONSHIPS

WDSF World Breaking Championships, WDSF Continental Breaking Championships, Breaking Events governed by the IOC or Associations of Continental Olympic Committees

- 1.1. Eligibility per NMB: 2 B-Girls / 2 B-Boys - nominated by NMB/NOC
 - For the years 2022/2023 WDSF Continental Breaking Championships are open to all licensed athletes of the respective Continent
- 1.2. No ranking points will be allocated in World Championships
- 1.3. 9 Judges from 9 different countries – licensed for Trivium and nominated by WDSF
- 1.4. 1 Head Judge (non-voting) – nominated by WDSF
- 1.5. 1 Competition Chair (non-voting) – nominated by WDSF
- 1.6. Format: 1 vs 1 / Two-days event with Preselection and Pre-Qualification taking place on day 1 (one).

Taking

DAY 1:

- PHASE 1 – Qualifier (Pre-Selection/Pre-Qualifier): One Round Solo / Two Round Battle 1vs1. See detailed rules for large Field of Starters in the Breaking Rules and Regulations Manual (BRRM).
- PHASE 2 - B-Boys-32/B-Girls 32- 1vs1 Two Round Battle

DAY 2:

optional:

- PHASE 2 - B-Boys-32/B-Girls 32- 1vs1 Two Round Battle
- PHASE 3 “Olympic Format”
 - B-Boys 16 / B-Girls 16 – Round Robin, Groups of 4: 1 vs 1, all against all battles with two rounds each collecting rounds and votes
 - B-Boys 8 / B-Girls 8: 1 vs 1, best of three
 - Semi-Finals B-Boys 4 / B-Girls 4: 1 vs 1, Three Round Battle
 - Battle for Bronze and Final: 1 vs 1, Three Round Battle



2. WDSF BREAKING RANKING COMPETITIONS

WDSF Breaking Ranking Competitions are held in three levels:

2.1. WDSF BREAKING FOR GOLD WORLD SERIES

(Gold colour Logo / Graphic Element)

2.1.1. Up to 5 more events in different countries

2.1.2. Maximum one event per year/country

2.1.3. Maximum participation of 3 B-Boys/3 B-Girls per NMB

- confirmed / nominated by NMB with approved national ranking
- confirmed / nominated by WDSF if NMB has no approved national ranking

2.1.4. Use of Trivium Judging System or WDSF recognized equivalent judging system mandatory

2.1.5. Prize money paid by Organizer

2.1.6. Highest status regarding ranking points

2.1.7. 9 Judges from 9 countries nominated by WDSF

2.1.8. 1 Head judge nominated by WDSF

2.1.9. 1 Competition Chair nominated by WDSF

2.1.10. Competition procedure/format according to the WDSF World Breaking Championship procedure

2.1.11. Ranking Points from January 01st 2022

2.2. WDSF BREAKING FOR GOLD INTERNATIONAL SERIES

(Silver Colour Logo / Graphic Element)

2.2.1. Maximum three events per country/calendar year

2.2.2. No limits regarding maximum participation per NMB

2.2.3. Use of Three-Fold judging system or WDSF recognized equivalent judging system mandatory / Trivium may be used if the NMB applies to do so



- 2.2.4. Prize Money (paid by Organizer) – maximum prize money should not exceed the minimum given for WDSF Breaking For Gold World Series
- 2.2.5. Minimum of 7 Judges from 7 countries - nominated by WDSF
- 2.2.6. 1 Head judge - nominated by WDSF
- 2.2.7. 1 Competition Chair - nominated by WDSF
- 2.2.8. Alternative: 5 Judges, 1 Head Judge, 1 Competition Chair- all nominated by WDSF -and 2 Judges invited by the organizing NMB subject of the WDSF approval.
- 2.2.9. Competition Procedure according to the WDSF World Breaking Championship procedure. Alternative competition procedure may be proposed by the organizer in the application – must be approved by WDSF

2.3. WDSF BREAKING FOR GOLD CHALLENGE SERIES

(Bronze Colour Logo / Graphic Element)

- 2.3.1. All NMB's shall be encouraged to organize these as a start and use this category to establish a national ranking list
- 2.3.2. No limited number of events/year
- 2.3.3. no limits regarding participation per NMB
- 2.3.4. Events may be held as National events or as international events
- 2.3.5. Use of THREE-FOLD judging system or WDSF recognized equivalent judging system mandatory
- 2.3.6. 5 Judges from 5 countries - nominated by NMB / approved by WDSF
- 2.3.7. 1 Head judge - nominated by NMB / approved by WDSF
- 2.3.8. 1 Competition Chair - nominated by NMB / approved by WDSF
- 2.3.9. Competition procedure to be proposed by NMB – must be approved by WDSF
- 2.3.10. Ranking Points from January 1st 2022



3. Ranking List

The WDSF Breaking Ranking List will include:

- 3.1. Breaking for Gold World Series
- 3.2. Breaking for Gold International Series
- 3.3. Breaking for Gold Challenge Series
- 3.4. WDSF Continental Championships (Points as for World Series Level)- years 2022 and 2023 only

4. Granting Fee, Judges Fee, and Prize Money

- 4.1. As per the WDSF Financial Regulations / Operating Policy for Financial Regulations Breaking
- 4.2. Offered Prize Money structures must be approved by WDSF prior to publication

5. Glossary

For better understanding please find definitions for certain terms used in this Operating Policy:

Set: 1 performance (solo) of an individual B-Girls/B-Boy

Round: Each round consists of 1 set of each battling B-Girl / B-Boy

Battle: Breaking competition with two B-Girls / two B-Boys competing each other over one or more rounds

Phase: Part/leg of any competition with the same procedure

Stage: One level of the Pre-Qualifier intended to qualify at least 50% of the Competitors to the next stage of the Pre-Qualifier or Phase 2

Pre-Selection: First phase of the competition with all participating B-Girls / B-Boys to determine the Top-128 / Top 64 / Top 32 / Top 16 to proceed to the next phase. A Pre-Selection consists of one stage only.

Pre-Qualifier: Second phase of the competition determine the Top-16 (unless determined by Pre-Selection) to proceed to the next phase. A Pre-Qualifier may consist of one or more stages

Round Robin: Part of any competition where groups are allocated and each B-Girl / B-Boy of a group battles each other B-Girl / B-Boy of the same group

Competition Procedure: Procedure of the entire competition over all phases of the event

Head Judge: Head of the judges panel, overlooking the Judges performance and conduct

Competition Chair: Chairperson, overlooking the entire event, responsible for all rules and regulations obedience by all Athletes and Officials. Has the authority to change schedule,

competition set-up and other parameters in accordance with the WDSF-Rules and Regulations. Has the authority to reprimand, exclude and/or disqualify.

NEW APPROVAL by PRESIDIUM needed due to Changes

Appendix XI - WDSF Operating Policy Breaking for Gold Ranking Regulations and Ranking Points table



Operating Policy WDSF Breaking for Gold Ranking Regulations

	BfG WORLD SERIES	BfG INTERNATIONAL SERIES	BfG CHALLENGE SERI
1st place	1000	400	200
2nd place	750	300	150
3rd place	650	260	130
4th place	500	200	100
5th place	400	160	80
6th place	380	152	76
7th place	360	144	72
8th place	340	136	68
9th place	300	120	60
10th place	290	116	58
11th place	280	112	56
12th place	270	108	54
13th place	260	104	52
14th place	250	100	50
15th place	240	96	48
16th place	230	92	46
17th - 32nd place	200	80	40
33rd - 64th place	100	40	20
65th - 128th place	50	20	10
129th - ...	25	10	5

WDSF Breaking for Gold (BfG) Ranking events will be held in three different levels:

**BREAKING
FOR GOLD
WORLD SERIES**

**BREAKING
FOR GOLD
INTERNATIONAL
SERIES**

**BREAKING
FOR GOLD
CHALLENGE
SERIES**

From 1st January 2023, participation in BfG World Series events is limited to the best 3 Athletes per gender per NMB according to the following:

- The best ranked athlete/gender per NMB on the WDSF BfG World Ranking List is directly qualified to participate.
- NMB with national ranking system approved by WDSF can nominate the following two best ranked Athletes/Gender of the national ranking list.
- NMB without national ranking system approved by WDSF: The following two Athletes /Gender of the respective NMB on the WDSF BfG World Ranking List are eligible to participate. Nomination/approval provided by WDSF
- The relevant WDSF BfG World Ranking List is the status of the 1st of the month prior to the month of the event.
- Wild Card.
Up to 1st of July 2023 the WDSF Vice President for Sport has a right to grant a wild card to those countries who 1)so far were unable to rank athletes in the WDSF BfG World Ranking List 2) have no recognition of their National Ranking System.

If two or more Athletes share the same position in the respective WDSF Breaking for Gold World Ranking List, the earlier date and time of the entry to the respective event decides for the higher position in the initial ranking list.

All results after each event must be uploaded to the WDSF website within 24 hours after the event is completed. The points achieved will be calculated by WDSF. The best 4 results (highest amount of the points) any Athlete achieved in the last 12 months will be counted.

All entries to any WDSF Breaking for Gold World Series event must be submitted or confirmed by the National Member Body (NMB) of the respective Athlete. Any entry not confirmed by the NMB of the respective Athlete must be rejected. All entries shall be done through the WDSF CRS.

The WDSF Breaking World Ranking List will be updated and published every Monday of each month before 23:59 CET and points are dropped 52 weeks after being awarded. Penalties may be imposed according to the BRRM

