



OFFICIAL RULES AND EVENT MANUAL

This manual covers entry requirements, how the event runs, and all the rules and procedures for competing at Battle in the Bay.

BATTLE IN THE BAY: Friday 28th – Sunday 30th November 2025

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

Battle in the Bay began in 2015 with a simple vision: to give dancers from smaller towns and regions the chance to experience a high-quality, supportive Hip Hop Dance competition. What started as a local dream has grown into a kaupapa that brings together hundreds of dancers from across Aotearoa every year.

This year we celebrate our **10th anniversary**—a decade of connection, growth, and community. For ten years, Battle in the Bay has been more than just a competition. It has been a place where dancers can challenge themselves, share their passion, and form lasting friendships that strengthen our national Hip Hop and Street Dance whānau.

Our aim has always been to empower dancers and communities. We do this by creating a weekend filled with competition, workshops, and connection—where every dancer leaves not only with memories, but with the inspiration to dream bigger and go further.

2025 HOSTS

Rezpect

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

INSTAGRAM: @rezpectnz

FACEBOOK: Rezpect

EVENT CONTACT INFORMATION

DIRECTOR / EVENT MANAGER: Olivia Morrell (Ollie)

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INSTAGRAM: @battleinthebaydancecompetition

FACEBOOK: Battle in the Bay

1. COMPETITION DETAILS

1.1 ENTERING

All entries must be submitted using the official registration form available at www.battleinthebay.com

- Online registrations can be submitted directly on the website.
- Downloaded forms must be emailed to info@battleinthebay.com
- Entries may be denied if the event reaches capacity

1.2 WAIVER FORMS

All dancers must complete and sign the Dancer's Waiver & Release Form. These can be downloaded from our website at www.battleinthebay.com

For participants under 18, a parent or guardian must sign on their behalf.

Signed waivers are due by **11:59pm on Friday 21st November 2025** and can be emailed to us or uploaded directly via our website.

1.3 REGISTRATION FEE

Standard Registration – \$40 per dancer

Includes:

- Entry into the competition
- Access to all Battle in the Bay dance workshops
- Access to the auditorium for the full competition weekend

Additional Entry – \$10 per extra routine

- Covers participation in one additional entry (solo, duo, trio, crew, etc.)
- Payable for each extra routine a dancer is participating in

School Registration – \$10 per dancer

Includes:

- Entry into the School Division
- Access to all Battle in the Bay dance workshops
- Access to the auditorium for the full competition weekend

Please note:

If a dancer competes in both the School Division and another category, they'll pay \$40 for their regular entry plus \$10 for their school entry.

1.4 LATE FEES

Late fees apply to entries submitted after the deadline or for those who do not pay their registration fee on time

- \$40 per small crew, crew, megacrew, or school entry
- \$10 per dancer for solos, duos, and trios

Late entries are subject to availability

1.5 DEADLINES

All entrants must complete and sign the required forms. These forms must be submitted before the registration deadline with the correct registration fee. Incomplete registrations may be denied.

- **Registration & Fee Deadline:** Sunday 9th November, 11:59pm
- **Signed Waiver Form Deadline:** Friday 21st November, 11:59pm

Spaces fill quickly and may close before the deadline.

1.6 PAYMENT

Invoices will be issued for each independent entry or studio, so we encourage you to submit entries early to ensure you receive your invoice well before the payment deadline.

Full payment is due by **Sunday 9th November 2025**, after which late fees will apply.

All fees must be paid in a single transaction by the person or studio named on the invoice—we're unable to accept multiple smaller payments from individual parents.

1.7 AGE REQUIREMENTS

- Dancers may only compete in their age division or a higher age division (if at least one dancer in their entry meets the higher age requirement).
- Dancers cannot enter a younger division unless they were that age during the competition year.

Example 1: John (12) is in a Varsity Crew (13–18). He can compete in varsity division as his crew includes dancers aged 13–18. However, they cannot enter Open, as no dancers are 18+.

Example 2: Mary (13) can enter the Juniorz division as she was 12 during the competition year.

1.8 CATEGORIES / DIVISIONS

Solos (1 dancer)

- Cubz (8 & under) / Kidz (10 & under) / Juniorz (12 & under) / Young Gunz (13–15) / Varsity (13–17) / Open (18+)

Duos (2 dancers)

- Cubz (8 & under) / Kidz (10 & under) / Juniorz (12 & under) / Varsity (13–17) / Open (18+)

Trios (3 dancers)

- Juniorz (12 & under) / Varsity (13–17) / Open (18+)

Small Crew (4–6 dancers):

- Cubz (8 & under) / Kidz (10 & under) / Juniorz (11–12) / Varsity (13–17) / Open (18+)

Crew (7–11 dancers)

- Cubz (8 & under) / Kidz (10 & under) / Juniorz (11–12) / Young Gunz (13–15) / Varsity (15–17) / Open (18+)

Megacrew (12+ dancers)

- Juniorz (12 & under) / Varsity (13–17) / Open (18+)

Schools (4+ dancers)

- Primary (Years 1–6) / Intermediate (Years 7–8) / High School (Years 9–13)

Note: If Cubz, Kidz, or Young Gunz divisions receive low entries, dancers registered in these age divisions may be moved into the next lowest age group or we may combine small crews and crews

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within the same age division. We will contact affected entries to work through the best solution if this does happen.

Example: If Cubz Solos receive low entries, they may be placed into Kidz Solos or if there were only 2 Cubz Small Crews and 2 Cubz crews, we may combine them all into the Cubz Crew division.

1.5 IDENTIFICATION (I.D.)

Dancers do not need to submit I.D. at registration, but it must be available if their age is challenged. Accepted I.D.:

- Birth certificate
- Photo I.D.
- Letter from school verifying age

1.6 PARTICIPATION

- Dancers may not compete more than once in the same category and age division unless approved by event organisers.

Example: Lucy cannot enter two Juniorz Duos without approval from the event organisers, but she may enter a Juniorz Duo and a Varsity Duo if both entries meet the age requirements.

2. COMPETITION STRUCTURE

2.1 COMPETITION ROUNDS

Preliminary Rounds

- All entries compete in the Preliminary Round.

Finals Qualification:

- Solo: Minimum top 3 qualify
- Duo: Minimum top 3 qualify
- Trio: Minimum top 3 qualify
- Small Crew: Minimum top 4 qualify
- Crew: Minimum top 5 qualify
- Megacrew: Minimum top 5 qualify

School Division:

- All entries compete once only.
- Winners of each age group are announced at their allocated show.

2.2 WEEKEND SCHEDULE

Friday 28th November

- Registrations Open: 11:00am
- Workshop 1: 11:30am – 12:30pm (Beginner / Intermediate) – Choreographer TBC
- Workshop 2: 12:45pm – 1:45pm (Beginner / Intermediate) – Choreographer TBC
- Stage Rehearsals: 2:00pm – 5:00pm
- Solo/Duo/Trio Stage Walk: 5:30pm – 5:40pm

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- Session 1: Preliminary Round 1 & School Division:
 - Doors Open: 5:30pm
 - Show Time: 6:00pm – 10:00pm
 - Announcement of finalists & Schools Prizegiving: 10:00pm – 10:30pm

Saturday 29th November

- Registrations Open: 6:00am
- Stage Rehearsals: 6:30am – 8:30am
- Solo/Duo/Trio Stage Walk: 8:30am – 8:40am
- Session 2: Preliminary Round 2:
 - Doors Open: 8:30am
 - Show Time: 9:00am – 2:00pm
 - Intermission: 11:45am – 12:15pm
 - Announcement of finalists: 12:15pm & 2:00pm
- Session 3: Finals Round 1:
 - Doors Open: 2:30pm
 - Show Time: 3:00pm – 5:30pm
 - Prize Giving: 5:30pm – 6:00pm
- Session 4: Finals Round 2:
 - Doors Open: 6:30pm
 - Show Time: 7:00pm – 10:00pm
 - Prize Giving: 10:00pm – 10:30pm

Sunday 30th November – Respect, 2/300 Eastbourne St W, Hastings

- Workshop 3: 9:00am – 10:00am (Intermediate / Advanced) – Choreographer TBC
- Workshop 4: 10:15am – 11:15am (Intermediate) – Choreographer TBC
- Splash Planet Bash, Splash Planet: 12:00pm onwards

Please note that this schedule may be updated. The most recent schedule will be shown on our website at www.battleinthebay.com

2.3 STAGE REHEARSALS

- Only Small Crews, Crews, Megacrews, and School entries may run their routines with music on the stage prior to their Preliminary Round.
- Each entry must attend their allocated rehearsal time; failure to do so may result in forfeiting the rehearsal.

Stage rehearsals allow for one full run with music or up to four minutes of stage use without music.

Stage Rehearsal Times:

- Friday 28 Nov (Prelims 1 & 2): 2:00pm – 5:30pm
- Saturday 29 Nov (Prelims 2): 6:30am – 8:30am

Please notify us if arriving Thursday night or early Friday for potential early rehearsal allocation.

Solo, Duo & Trio:

Stage rehearsals are unlikely for these categories.

Solo, Duo & Trio allocated times to 'walk the stage':

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- Friday 28 Nov (Prelims 1): 5:30pm – 5:40pm
- Saturday 29 Nov (Prelims 2): 8:30am – 8:40am

Arrive 10 minutes prior to allocated time at backstage registration.

Stage curtains will be closed during this walk; multiple entries may share this time.

2.4 COMPETITION ORDER OF APPEARANCE

Session 1: Prelims 1 – Friday 28 Nov, 6:00pm – 10:30pm

- Solo: Cubz / Kidz / Juniorz
- Duo: Cubz / Kidz
- Trio: Juniorz
- Small Crew: Cubz / Kidz / Juniorz
- Crew: Cubz / Kidz / Juniorz
- Schools: Primary / Intermediate / High School
- Megacrew: Juniorz
- Announcement of finalists & Schools Prizegiving

Session 2: Prelims 2 – Saturday 29 Nov, 9:00am – 2:00pm

- Solo: Young Gunz / Varsity / Open
- Small Crew: Varsity / Open
- Duo: Juniorz / Varsity / Open
- Trio: Varsity / Open
- Megacrew: Open
- Intermission: 11:45am – 12:15pm
- Announcement of finalists from the first half of Session 2: 12:15pm
- Crew: Young Gunz / Varsity / Open
- Megacrew: Varsity
- Announcement of finalists from the second half of Session 2: 2:00pm

Session 3: Finals 1 – Saturday 29 Nov, 3:00pm – 6:00pm

- Solo: Cubz / Kidz / Juniorz
- Duo: Cubz / Kidz / Juniorz
- Trio: Juniorz
- Small Crew: Cubz / Kidz / Juniorz
- Crew: Cubz / Kidz / Juniorz
- Megacrew: Juniorz
- Prizegiving

Session 4: Finals 2 – Saturday 29 Nov, 7:00pm – 10:30pm

- Solo: Young Gunz / Varsity / Open
 - Duo: Varsity / Open
 - Trio: Varsity / Open
 - Small Crew: Varsity / Open
 - Crew: Young Gunz / Varsity / Open
 - Megacrew: Varsity / Open
 - Prizegiving
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3. MUSIC

3.1 Music Time Length

- Solo (all ages): 1:15 – 1:30
- Duo (all ages): 1:15 – 1:45
- Trio (all ages): 1:15 – 1:45
- Small Crew & Crew (Cubs, Kids, Junior, Young Gunz): 1:30 – 2:00
- Small Crew & Crew (Varsity, Open): 1:45 – 2:15
- Megacrew (Junior): 1:30 – 2:30
- Megacrew (Varsity, Open): 2:30 – 3:30
- Schools Division: 1:30 – 2:30

Timing starts with the very first sound (including a beep or cue) and finishes with the last sound.

Entries outside these limits will receive a deduction.

A 5-second grace period (under or over) is allowed.

3.2 Music on Competition Day

Crews must always have a **backup copy on USB** available on the day.

3.3 Submitting Music

- Music must be emailed to info@battleinthebay.com or uploaded at www.battleinthebay.com
- Due date: **Friday 21 November, 11:59pm.**
- File name must include: **entry name, age division, and category.**
- Tracks must meet the required time length and be free from inappropriate or offensive language.

3.4 Music Changes

Once submitted, music cannot be changed unless requested by the organisers.

3.5 Music Checks

All music will be reviewed to make sure it meets judging criteria. You will be notified if changes are required.

If your track doesn't meet criteria, you'll have **2 days to fix it** or deductions will apply:

- More than 5 seconds under/over time –0.1
- Inappropriate language (per occurrence) –0.1

If the re-submitted track still doesn't meet criteria, deductions will apply as above and **no further changes will be allowed.**

4. GENERAL RULES & CRITERIA

4.1 Attire

- All dancers must wear proper undergarments at all times.
- Outfits that are too short, too tight, or show excessive stomach, buttocks, or chest may be considered inappropriate for the age group and could lead to a deduction.
- Any part of your outfit (or props) that **falls to the floor during your performance** will receive a **–0.05 deduction per occurrence.**

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This does not apply to items that are **intentionally placed on stage**, but remember: if items are placed in an unsafe way, further deductions may apply.

4.2 Props

- Props are allowed, but they can't affect or damage the stage surface (no glitter, confetti, liquids, etc.).
- Set-up and pack-down for props must be **under 10 seconds**.
- Props are defined as anything that's not part of your costume.
- Props (or clothing placed on stage) must not be considered "dangerous." If the judges believe a prop's placement or use could cause harm, a **-0.1 deduction per occurrence** will apply.

4.3 Tricks & Stunts

- Tricks and stunts are welcome, but they must be safe.
- If judges decide a move has the potential to cause serious harm, deductions may apply. Please make sure all stunts are well-prepared and performed with care.

4.4 Dancers Leaving the Stage

- In all divisions **except Megacrew**, dancers must stay on stage for the full performance.
- If a dancer leaves the stage during the routine, it will result in a **-0.1 deduction per occurrence**.

4.5 Megacrew

- Dancers within a Megacrew are permitted to leave the stage during the performance.
- Every dancer in a Megacrew must be on stage for at least **30 seconds** at one time during the routine.
- Any Megacrew not meeting this requirement will be **disqualified**.

5. JUDGING PANEL

Our judging panel will be made up of at least three judges and will be confirmed no later than two weeks before the competition



6. WHAT THE JUDGES WILL BE LOOKING FOR

6.1 Judges Criteria

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

6.2 Deductions

PERFORMANCE

Fall trip or stumble/per occurrence – Major -0.1

Fall trip or stumble/per occurrence – Minor – 0.05

MUSIC

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

Contains inappropriate language/per occurrence – 0.1

Late submission of Music – 0.1

PROHIBITED MOVES

Sexual and lewd gestures or movements/per occurrence – 0.05

TRICKS / STUNTS

Unsafe use –0.1 per occurrence

ATTIRE/PROPS

Clothing/attire inappropriate – 0.05

Use of body oils or other substances that affect the performance area – 0.05

Unsafe placement or use per occurrence –0.1

EXITING STAGE

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

Please note this deduction does not apply to the Megacrew division

7. FINER DETAILS

7.1 Medical Attention

- Crew Leaders/Managers are responsible for reporting any injury or illness to the event organisers.
 - If at any time prior to or during competition a Crew member is ill, injured, or their physical or emotional condition is at risk by participating, they may be declared ineligible to compete, or disqualified from competing further. The competition organiser(s) reserves the right to withdraw any competitor who appears to have serious disability or injury or needs medical attention.
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7.2 Technical Equipment / Sound & Lighting

- Professional standard audio/visual equipment will be provided.
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7.3 Extraordinary Circumstances

Extraordinary circumstances are situations beyond a competitor's control that affect their ability to perform. These may include (but are not limited to):

- Incorrect music played or cued.
- Equipment malfunction causing music issues.
- Lighting, stage, sound, or venue failures.
- Foreign objects or disturbances in the performance area not caused by the competitors.

Extraordinary circumstances will be reviewed and declared at the discretion of the Judges.

7.4 Managing Extraordinary Circumstances

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

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

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

7.5 No Show

Any entry that fails to appear on stage and start within 60 seconds of being called will be declared a "no show" and disqualified.

7.6 Auditorium & Backstage Access

Each dancer, along with their Manager and / or Helper, will have access to both the backstage area and auditorium for the full competition weekend.

7.7 Rule & Competition Discrepancies

Any issues or discrepancies must be reported to the organisers during the event. Organisers will address the matter with the judges, and their decision will be final.

7.8 Protests

Protests regarding scores or judges' decisions will not be accepted.

7.9 Stage

The competition stage size is a minimum of 9metres wide x 8m metres deep
The venue where we will be hosting Battle In The Bay has wooden floors on the stage.

7.9 Awards Ceremony

Prelims: At the end of Preliminary Round 1, mid-way through Preliminary Round 2, and at the end of Preliminary Round 2, announcements will be made for entries qualifying to finals.

- Scores and rankings from prelims will not be announced at this time. They will only be released after the event.
- Special awards will also be announced at each prelim round.

Finals: Each final will conclude with an awards ceremony celebrating the top three entries in each division with prizes, certificates, or trophies.

- Awards will be presented to the top three entries in each division.
 - A full list of scores and rankings will be emailed to each entry's Managers after finals.
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7.10 Special Awards

The following special awards will be presented at the end of each session:

Prelims 1 & 2:

- Outstanding Creativity
- Standout Dancer
- Strong Foundations

Finals 1 & 2:

- Most Entertaining
- Standout Dancer
- Most Memorable Routine