WFADS BREAKING RULES

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1. STATEMENT OF INTENT

1.1. The WFADS Breaking Rules (hereinafter – the "Rules") apply to Breaking competitions held under the auspices of the World Federation of Acrobatic Dances and Dance Sports (WFADS) and included into the WFADS Calendar of Events, such as:

- World Championships.
- Continental Championships.
- World Cups.
- Continental Cups.
- World Youth Championships.
- Continental Youth Championships.
- World Junior Championships.
- Continental Junior Championships.
- World Juvenile Championships.
- Continental Juvenile Championships.
- WFADS Global Tournament.
- WFADS Continental Tournament.
- International competitions.

1.2. All organizers, Head Judges, Supervisors, Judges, judging system scrutineers, athletes, Coaches, Team representatives, Masters of Ceremony (MC), DJs of Breaking competitions held under the WFADS auspices shall abide by the Rules.

2. INTRODUCTION

The WFADS is the international sports federation ensuring international development of breaking worldwide.

These Rules are established to standardize competition formats and judging criteria for all official WFADS events, promoting fairness, transparency, and the continued growth of the sport.

The philosophy of these Rules is to honor the rich cultural heritage of breaking while framing it as a modern competitive sport. The competition format is designed to evaluate athletes based on objective criteria that reflect the core pillars of the dance: creativity, style, technique, performativity, and musicality.

Breaking promotes values of respect, peace, and unity, which are fundamental to all interactions within the community.

2.1. History of breaking

Breaking is an athletic style of street dance that originated in the Bronx (New York City, USA) in the 1970s, becoming one of the pillars of hip-hop culture. Throughout its development, breaking has evolved from a street art form into a global cultural phenomenon and a recognized sport.

In December 2016, breaking was included in the program of the 3rd Summer Youth Olympic Games in 2018 in Buenos Aires (Argentina), where it debuted as an official sport, showcasing its spectacular nature and competitive spirit to an international audience. This event was pivotal in the decision to include breaking in the program of the 2024 Paris Olympic Games.

In December 2020, the International Olympic Committee (IOC) ratified the inclusion of breaking in the program of the Games of the XXXIII Olympiad Paris 2024.

In 2024, breaking was successfully held at the Games of the XXXIII Olympiad Paris 2024. The tournament was highly praised by the sports community, participants, guests of the Games, and viewers worldwide.

2.2. Elements of breaking

Breaking consists of four main foundational elements: toprock, footwork, power moves, and freezes.

2.2.1. Toprock

Toprock is one of the fundamental elements of breaking, involving rhythmic movements performed to the beat of the music, consisting of various steps, turns, and rotations while standing. It is most commonly used at the beginning of a performance. This is the time when breakers can feel the rhythm of the music and prepare to transition to the floor.

It should be noted that this element is not limited to foot movements. An important part of toprock is the use of arms, gestures, and poses, which can add expressiveness to the dance.

A key aspect of toprock is the breaker's ability to showcase their individuality and originality. This is achieved through variations of basic steps (Indian Step, Crossover Step), their modification, and the creation of unique elements that characterize a particular breaker's style.

Toprock allows breakers to express themselves, interact with the music, and engage the audience with their unique movements and style. This element emphasizes the creative aspect of breaking and contributes to the diversity of performances.

2.2.2. Footwork

Footwork involves moving the feet around body with support on the hands, performed from a squatting position.

The primary movements are executed with the feet, but the arms also play a significant role and are often used not only for support and balance but can also become an integral part of the movement itself.

The foundation of footwork consists of various steps, slides, rotations, and turns in different directions.

As with other breaking elements, creating one's own unique moves is crucial in footwork. Breakers strive to have a recognizable and original style. This is achieved by developing their own steps, movements, and combinations, which gives breakers individuality and a unique style.

Footwork is closely tied to musical rhythm. The ability to feel the beat and accents in the music plays a vital role in the successful execution of footwork.

2.2.3. Power Moves

Power moves are an element of breaking that is based on dynamic rotations and jumps. These elements require serious physical training and are characterized by high energy consumption. They can be divided into two main categories: ground movements and air movements, each with its own unique features.

Ground Moves include rotations in which the breakers touch the floor with their back, shoulder blades, shoulders.

Air Moves are rotations in which the breakers touch the floor only with their hands, rising above the surface, while the rest of the body is in the air.

This requires a high degree of coordination and control over the body. Breakers can vary the rotations and jumps by using different transitions between them, creating unique combinations.

2.2.4. Freezes

Freezes in breaking involve holding a static position in a specific pose, adding expressiveness and uniqueness to the dance. These freezes can be performed on various body parts, and their distinctive feature is not only the static hold of the pose but also the creation of an original shape.

Freezes are typically used at the end of dance sequences or to highlight specific accents in the music. They are often combined with other breaking elements, such as footwork or power moves, creating diverse combinations and giving the performance a more dynamic look.

Due to the static nature of freezes and the need to hold specific poses, their execution requires high coordination and control from the breakers.

3. MAIN TERMS

B-boy / B-girl / Breaker: An athlete participating in breaking, competing either individually or as part of a duo, crew.

Battle: A competition format where the participants act as opponents (athlete vs. athlete, duo vs. duo, crew vs. crew).

DJ: The person responsible for the musical accompaniment of the athletes' performances.

Scoring Slider / Fader: The judge's scoring scale used to compare the athletes' performance across all judged criteria.

Dance Floor / Performance Area: The designated area for the athletes' performances.

MC (Master of Ceremonies): The event host who presents the participants and judges, and provides commentary during the athletes' performances.

Nickname / Alias: A pseudonym used by a dancer as a shorter alternative to their real name.

Set: A performance by an athlete (or athletes in case of a duos, crews battle), consisting of a group of combined elements and dance movements.

Round: A part of a battle in which each competing side demonstrates their set.

Judging System Scrutineers: The registration and scoring staff responsible for overseeing the judging process and calculating results.

Routine / Team Work: A part of a duo's/crew's performance in which athletes perform a combination of movements together, interacting with each other.

Tie-Break: An additional round is held to determine the winner when participants or crews have won an equal number of rounds in a battle.

Criteria: Is a specific and predefined parameter that judges use to evaluate athletes' performances.

4. ANTI-DOPING

The WFADS recognizes and abides by the anti-doping requirements of the World Anti-Doping Agency (WADA).

All members of the WFADS (athletes, coaches, judges and other officials) are personally responsible and shall fulfill the duties defined by the WADA World Anti-Doping Code.

5. GENERAL REGULATION

5.1. Breaking disciplines

Breaking competitions are held in the following disciplines:

- Breaking Solo.
- Breaking Duos.
- Breaking Mixed Duos.
- Breaking Crews.
- Breaking Division Crews.

In the sports discipline “Breaking Solo” athletes compete one-on-one separated by gender.

In the sports discipline “Breaking Duos” athletes compete two-on-two separated by gender.

In the sports discipline “Breaking Mixed Duos” athletes compete two-on-two in mixed-gender duos (1 male and 1 female in duo).

In the sports discipline "Breaking Crews" athletes compete separated by gender or in mixed-gender crews consist of 3, 4 or 5 athletes.

In the sports discipline “Breaking Division Crews” athletes compete in mixed-gender crews consist of 6 or more athletes.

The disciplines in which competitions are held, the number of crew members, and their gender composition are determined by the competition regulations.

5.2. Age groups

Breaking competitions can be held in the following age groups.

Table 1 specifies the age restrictions for athletes participating in breaking disciplines “Breaking Solo”, “Breaking Duos”, “Breaking Mixed Duos”.

Table 1

Age groups	Age of athletes in the current calendar year
Juvenile 1	7-9 years old
Junior 1	10-12 years old
Junior 2	13-15 years old
Youth	16-18 years old
Adult	16 years old and over

Table 2 specifies the age restrictions for athletes participating in breaking disciplines “Breaking Crews”, “Breaking Division Crews”.

Table 2

Age groups	Age of athletes in the current calendar year
Junior	10-15 years old
Youth	16-18 years old
Adult	16 years old and over

To participate in sports competitions, an athlete must reach the specified age within the calendar year of the competition.

It is allowed to combine age groups.

5.3. Athletes

5.3.1. Rights of the athletes

- Participate in breaking sport competitions.
- Be informed about the competition regulations.
- Have free access to the competition venue.
- Have the right to an official training session prior to the start of the competition.
- Have access to medical assistance during the competition.

5.3.2. Duties of the athletes

- Know these Rules and follow them precisely. Strictly adhere to the code of conduct at the sports facility.
- Follow all instructions from the organizers, Supervisor and Head judge during the competition.
- Act openly and honestly, in the best interests of breaking.
- Behave respectfully, courteously, and politely towards all participants, judges, coaches, and officials.
- Know and strictly adhere to the Anti-Doping Rules.

5.4. Coaches

5.4.1. Rights of the coaches

- Be informed about the competition regulations.
- Have free access to the competition venue on the days their athletes are participating.

5.4.2. Duties of the coaches

- Act openly and honestly, in the best interests of breaking.
- Behave respectfully, courteously, and politely towards all participants, judges, coaches, and officials.
- Know and strictly adhere to the Anti-Doping Rules.

5.5. Team representative

An Official Team representative is a person authorized to represent the team at official sports competitions.

The number of official representatives per team is one person.

5.5.1. Rights of the team representative

- Be informed about the competition regulations.
- Have free access to the competition venue on the days their athletes are participating.
- File protests.

5.5.2. Duties of the team representative

- Act openly and honestly.
- Behave respectfully, courteously, and politely towards all participants, judges, coaches, and officials.
- Represent the athlete's interests in the event of conflict situations or protests.
- Know and strictly adhere to the Anti-Doping Rules.

5.6. Officials

5.6.1. Supervisor

Pre-Event

- The Supervisor shall be familiar with all WFADS Rules and Competition regulations, the WADA Anti-Doping Code, and the Competition Regulations.
- The Supervisor shall approve the competition schedule.
- The Organizer shall provide the Supervisor with access to the venue no later than 24 hours before the competition to conduct an inspection.
- The Supervisor shall check the compliance of the competition venue and equipment with the requirements of the Competition regulations and current provisions.
- The Supervisor shall inspect the dance floor and warm-up area, control its dimensions and surface quality, and ensure its safety for the athletes.
- The Supervisor shall inspect the venue lighting to ensure conditions are suitable for athlete performances.
- The Supervisor shall inspect the athletes' changing rooms to ensure they are satisfactory.
- The Supervisor shall check the areas for judges, judging system scrutineers, as well as security systems.
- The Supervisor shall confirm the venue's readiness for the competition.

Coordination and briefings

- The Supervisor shall convene and hold a briefing with all technical services of the competition (organizers, judges, MCs, DJs, and technical services).
- Together with the security service management and the competition organizer, the Supervisor shall ensure that all safety and security matters related to the organization and running of the event are addressed.

Control during the event

- The Supervisor shall check the presence of medical staff at the venue.
- The Supervisor shall coordinate the work of the organizers, judges, MCs, DJs, and technical services.
- The Supervisor shall have the authority to alter the schedule of the competition, to suspend, or to cancel the competition.
- The Supervisor shall hold the awards ceremony.
- The Supervisor shall ensure the play of the national anthem of the winners.

- The Supervisor does not have the right to demand that judges change their evaluation of an athlete's performance.

5.6.2. Head Judge

The Head Judge ensures the competition is conducted in accordance with these Rules and the competition regulations, bears personal responsibility for this, and leads the work of the judges.

Preparation and organization

- Together with the organizer, provides specially designated areas for judges in the competition hall and an isolated room outside the hall where they must be during breaks.
- Ensures that the judging system scrutineers' zone is securely isolated from access by spectators, coaches, and other unauthorized persons.
- Ensures that conditions for the normal work of the judges are provided.
- Holds a judges' briefing no later than 30 minutes before the start of the first round of the competition.
- Ensures the presence of all judges at the venue in due time.
- Controls the presence of judges in the assigned area, ready to judge, no later than 15 minutes before the start of the first round of the competition.

Management and decision-making

- Leads the work of the judges.
- Controls the work of the judging system scrutineers.
- Ensures that judges are in their specially designated areas during breaks.
- Shall immediately respond to the violation of these Rules.
- Calls a technical timeout in circumstances that hinder the normal progress of the competition.
- Makes every reasonable effort to stop or prevent any unethical behavior by athletes, coaches, team representatives, spectators.
- Suspends and replaces judges in cases provided by the Rules.
- Disqualifies an athlete (duo, crew) in cases provided by the Rules.
- Applies sanctions to athletes, coaches, and other specialists, up to and including removal from the competition, for violating norms or failing to comply with his/her requirements.
- Has the right to not allow an athlete to compete if their age or costume does not meet the requirements of the Rules.
- Accepts protests expressed in written form and makes decisions on them.
- May require that a protest be submitted in written form.
- Has the right to allow athletes to repeat their performance if it was hindered by reasons beyond their control.
- Takes measures to prevent and combat unlawful influence on the competition results.

Wrap-up and reporting

- Holds a final debriefing with the judges.
- Evaluates the work of the judges.
- Signs the final competition protocol.
- No later than 10 days after the end of the competition, provides the Head Judge's report in the prescribed form to the body that approved the composition of the judge

panel.

Rights of the Head Judge

- Has the right to replace a judge if such a necessity arises during the competition.
- If it is impossible to replace a judge, has the right to perform his functions.
- His/her requirements are mandatory for immediate execution at this competition.

Limitations of authority

- Does not have the right to demand that judges change their evaluation of an athlete's performance.
- Is not entitled to change the conditions of the competition established by the Rules.

Status of decisions

- The decisions of the Head Judge during the competition are final.
- A decision of the Head Judge may be appealed by submitting a written appeal to the organization conducting the competition no later than 3 (three) days after its conclusion.

5.6.3. Judges

The number of judges for a competition is determined by the status of the competition.

- The composition of the judging panel is approved by WFADS.
- In qualifying rounds, there must be at least 3 Judges per dance floor.
- In qualifying rounds held in a battle format, there must be at least 5 Linear Judges.
- There must be an odd number of judges at the competition.

General duties and principles

- The Judge evaluates athletes' performances according to the Rules and reports to the Head Judge.
- The Judge must evaluate the performances of athletes, duos and crews honestly, objectively, and impartially, without considering results from previous competitions, affiliation with a particular organization, rating, or the opinions of persons present at the competition.
- While evaluating performances, the judge must not talk and avoid communication with spectators, judges, coaches, and competition participants.
- The judge must not leave the judging area or stop judging without the permission of the Head Judge.
- The judge must adhere to ethical standards of public behavior during the competition, including breaks and official parts.
- The judge must strictly follow the Rules and competition regulations.
- The judge must arrive at the competition venue in advance.
- The judge must report their arrival to the Head Judge.
- The judge must independently keep track of the competition schedule.
- The judge must be in the judging area on time before the start of each round.
- If delayed for the start of a round, the judge must approach the Head Judge for further instructions.
- The judge must refuse to work on the judge panel if their health condition does not allow them to fully perform all the duties of a Judge.

- During breaks between rounds, the judge must inform the Head Judge about any observed violations of these Rules.
- The judge must sign the final competition protocol.
- By agreement with the organizer, the Judge is required to perform a set of approximately +/- 30 seconds during the competition. The time for the judges' set is determined by the Head Judge.

5.6.4. MC / Host

A MC the person who hosts the event communicates between athletes, judges, and spectators.

Duties and responsibilities

- To ensure a smooth and accurate running of the respective competition.
- To engage with the audience in an appropriate manner.
- To only give neutral announcements and comments or none at all.
- Not to speak or act in favor of or against any of the competing athletes.
- Not to give the mic to any athlete or coach during the competition.
- To introduce the Judges, other officials, and the competing athletes.
- To call the competitors to the Field of Play and to direct them to their assigned start position (red side or blue side).
- To announce the start of a battle, the finish of a set (round), the transition to the next set (round), and the end of the battle.
- To follow any instruction given by the Head Judge and Supervisor.
- To closely communicate with the Head Judge and Supervisor and to announce their decisions on incidents.
- To avoid using offensive language based on religious, cultural, sexual, social, gender, or other grounds.

5.6.5. DJ

The DJ is responsible for the sound accompaniment of the event.

Duties and responsibilities

- To select and prepare all music needed for the event, including tracks for the opening, breaks, closing, and medal ceremony.
- To start a battle by initiating the music.
- To play the same music for both competitors during one round of a battle.
- A DJ must not make any attempt to influence the battle and/or to act in favor of or to the disadvantage of any athlete.
- To follow any instruction given by the Head Judge and Supervisor.

5.6.6. Judging system scrutineers

- Judging system scrutineers are technical experts who monitor the work of the judging panel and the accuracy of the judging system. Their main task is to ensure the maximum transparency, impartiality, and accuracy of the judging.

Technical aspect of judging

- They verify the correct operation of the judging system (e.g., specialized software or applications used by judges to submit scores).
- They ensure all devices (tablets, smartphones) are charged, connected to the network, and synchronized.
- They fix any technical issues that the judges may encounter during the battle.

Decision-making process

- Scrutineers monitor that judges submit their scores on time and in accordance with the regulations.
- They do not influence the judges' decisions (who won), but they oversee the process of making those decisions.
- After each round or battle, scrutineers analyze the voting statistics.
- They check if a technical error was made.

Reporting

- After the event, they can provide a report to the Head judge and Supervisor on the work of the judging panel.

6. COMPETITION FORMAT

Depending on the number of registered participants (athletes, duos or crews), the competition is divided into the following rounds:

- Qualifying round – any number of registered athletes, duos or crews.
- Knock-out format / Round Robin format – 1/64, 1/32, 1/16, 1/8, 1/4 (Quarter-finals), 1/2 (Semi-finals), Small final, Final – head-to-head battle rounds.

Depending on the number of registered athletes, duos or crews in each category, the number of rounds may be reduced. The number of rounds is determined by the competition regulations.

6.1. Qualifying Round “Breaking Solo”

The purpose of this round is to select the best athletes who will advance to the next round. The number of athletes advancing depends on the total number of registered breakers and is determined by the competition regulations. It may be 128, 64, 32, 16, 8, 4, or 2 athletes.

The qualifying round is conducted as follows: breakers are called onto the dance floor in groups of 2 (facing each other), 3 (positioned at the three corners) or 4 (positioned at the four corners). Each participant performs a set of approximately 40 seconds ±5 seconds, after which the next 2, 3 or 4 breakers are called.

If multiple athletes have the same total score, they will be ranked in random order, but if the round ranking results in a tie for the last qualifying positions, the tied athletes must participate in an additional qualifying round to determine the final list of participants.

The qualifying round can be held in two stages. The number of athletes advancing from the first and second stages of the qualification is determined by the competition regulations.

6.2. Qualifying round “Breaking Duos”, “Breaking Mixed Duos”, “Breaking Crews”, “Breaking Division Crews”

The purpose of the round is to select the best duos/crews that will advance to the next round of the competition. The number of duos/crews that qualify (64, 32, 16, 8, 4 or 2) is determined by the competition regulations.

The qualification is conducted in a battle format. Duos/crews are called onto the dance floor and positioned opposite each other. Duos/crews members take turns

performing their sets (a participant from one duo/crew performs a set, which is answered by a participant from the opposing duo/crew).

In this round, duos/crews are allowed to perform no more than one routine. The number of rounds is determined by the competition regulations.

Following the qualifying round, the 64, 32, 16, 8, 4, or 2 duos/crews with the highest total scores are determined.

If multiple duos/crews have the same total score, they will be ranked in random order, but if the round ranking results in a tie for the last qualifying positions, the tied duos/crews must participate in an additional qualifying round to determine the final list of participants.

6.3. Knock-out format / Round Robin format “Breaking Solo”

Knock-out format of 1/64, 1/32, 1/16, 1/8, 1/4 (Quarter-finals), 1/2 (Semi-finals), Small final, Final is conducted in a head-to-head battle round. Knock-out format 1/16, 1/8 may be conducted in a head-to-head battle round or Round Robin format.

The format of the battle stages is determined by the competition regulations.

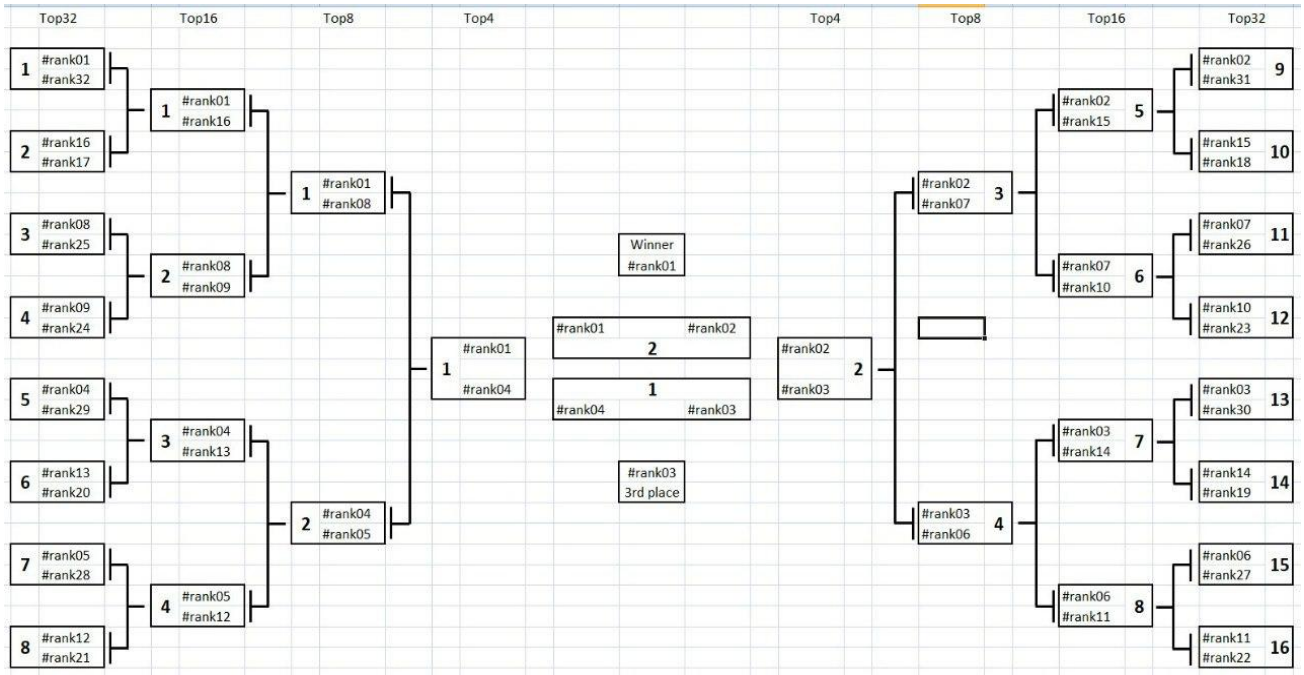
6.3.1. Knock-out format

Knock-out format of 1/64, 1/32, 1/16, 1/8, 1/4 (Quarter-finals), 1/2 (Semi-finals) are conducted to identify the best athletes who will advance to the next round. The round is held in a battle format and consists of rounds, the number of which is determined by the competition regulations. In each round, athletes perform 2 sets of approximately 40 seconds ±5 seconds each. If the dancers have won an equal number of rounds, a tie-break is held between them.

The athletes who win the semifinal battle advances to the final. The athletes who lose the semifinal battle participate in the small final.

Knockout format:

Table 3



6.3.2. Round Robin format

1/16, 1/8 are conducted in a head-to-head (1 vs. 1) battle rounds, where everyone competes against everyone in groups of 4 people (Table 4). The battles within the groups consist of two rounds, and the winner is determined by the number of rounds won.

In case of a tie in the number of rounds won, the number of judges' votes is taken into account. If two breakers from the group that advanced to the next round, have won an equal number of rounds and received an equal number of judges' votes, an additional battle is held.

In each round, the athletes perform 2 sets of approximately 40±5 seconds each.

Table 4

Competition Group Distribution Systems

Participants are distributed into groups based on their qualification round placement for balanced competition

Distribution of 32 Participants into 8 Groups

Group A	Group B	Group C	Group D
1st Place	2nd Place	3rd Place	4th Place
16th Place	15th Place	14th Place	13th Place
17th Place	18th Place	19th Place	20th Place
32nd Place	31st Place	30th Place	29th Place

Group E	Group F	Group G	Group H
5th Place	6th Place	7th Place	8th Place
12th Place	11th Place	10th Place	9th Place
21st Place	22nd Place	23rd Place	24th Place
28th Place	27th Place	26th Place	25th Place

Distribution of 16 Participants into 4 Groups

Group A	Group B	Group C	Group D
1st Place	2nd Place	3rd Place	4th Place
8th Place	7th Place	6th Place	5th Place
9th Place	10th Place	11th Place	12th Place
16th Place	15th Place	14th Place	13th Place

Distribution System

Participants are distributed into groups based on their qualification round placement. Each group contains participants with specific placements to ensure balanced competition. The distribution is designed to maintain competitive balance across all groups.

6.4. Knock-out format “Breaking Duos”, “Breaking Mixed Duos”, “Breaking Crews”, “Breaking Division Crews”

1/64, 1/32, 1/16, 1/8, 1/4 (Quarter-finals), 1/2 (Semi-finals) are conducted to identify the best duos/crews that will advance to the next round. The number of rounds and routines is determined by the competition regulations.

In each round, the breakers from the duos/crews take turns performing 1 set (which may include a routine) with a maximum duration of 1 minute and 20±10 seconds each. The order of performance for the duos/crews’ members is not regulated and is determined by the duo/crew itself.

If the duos/crews have won an equal number of rounds, a tie-break is held between them.

The duos/crews who wins the semifinal battle advances to the final. The duos/crews who lose the semifinal battle participate in the small final.

6.5. Small Final

The purpose of this round is to determine the athletes, duos or crews who will take 3rd and 4th place in the competition.

6.5.1. “Breaking Solo”

The round is conducted in a 1-on-1 battle format, consisting of a number of rounds determined by the competition regulations. In each round, athletes perform 2 sets of approximately 40 ±5 seconds each. If the breakers have won an equal number of rounds, a tie-break is held between them.

6.5.2. “Breaking Duos”, “Breaking Mixed Duos”, “Breaking Crews”, “Breaking Division Crews”

The round is conducted in a battle format and consists of a number of rounds that specified by the competition regulations. In each round, the breakers from the duos/crews take turns performing 1 set (which may include a routine) with a maximum duration of 1 minute and 20±10 seconds. The duos/crews determine the order of performance at its own discretion, and the number of routines is determined by the competition regulations.

If the duos/crews have won an equal number of rounds, a tie-break is held between them. The tie-break is held in a 1-on-1 battle format and consists of 1 round without routines. Each duo/crew chooses 1 breaker for the tie-break.

During each battle, the athletes strive to perform for an equal amount of time, and all rounds within the battle are interconnected. No penalty is imposed for exceeding the time limit during the competition.

6.6. Final Round

The purpose of this round is to determine the athlete, duo or crew who will take 1st and 2nd place in the competition.

6.6.1. “Breaking Solo”

The round is conducted in a 1-on-1 battle format, consisting of a number of rounds determined by the competition regulations. In each round, athletes perform 2 sets of approximately 40±5 seconds each. If the breakers have won an equal number of rounds, a tie-break is held between them.

6.6.2. “Breaking Duos”, “Breaking Mixed Duos”, “Breaking Crews”, “Breaking Division Crews”

The round is conducted in a battle format and consists of a number of rounds that specified by the competition regulations. In each round, the breakers from the duos/crews take turns performing 1 set (which may include a routine) with a maximum duration of 1 minute and 20±10 seconds. The duos/crews determine the order of performance at its own discretion, and the number of routines is determined by the competition regulations.

If the duos/crews have won an equal number of rounds, a tie-break is held between them. The tie-break is held in a 1-on-1 battle format and consists of 1 round without routines. Each duo/crew chooses 1 breaker for the tie-break.

During each battle, the athletes strive to perform for an equal amount of time, and all rounds within the battle are interconnected. No penalty is imposed for exceeding the time limit during the competition.

7. JUDGING SYSTEM

The judging system in breaking is a structured digital process designed to ensure maximum objectivity, transparency, and impartiality. It is divided into two main formats: qualification and battles. During official WFADS competitions, various judging systems approved by WFADS and meeting certain general requirements may be used.

7.1. Qualifying Round

In this format each breaker, duo or crew performs their own sets, and then the judges evaluate the performance level of each participant or crew. 10-point or 100-point scale system is used. The judges watch the performance and assign a total score that reflects their overall impression of the performance level.

As a result, participants are ranked based on their scores, and the top performers advance to the next stage – the battles.

7.2. Battles

In the battles, two breakers, two duos or two crews compete with each other, taking turns performing their sets. The winner of each battle is determined by comparative evaluation. After each round (after both participants have completed their sets), the judges select the winner based on predefined criteria. This process is repeated for each round. At the end of each round, the system counts the votes and announces the winner of the battle.

7.3. Judging Criteria

Different systems may use varying numbers of criteria. Additional criteria may be applied.

The judging systems usually uses at least three key criteria. These are displayed on the judges' device screens and serve as a guideline for evaluation.

The main criteria:

- Technique: Purity, complexity, form and control of movement execution. Strength, balance, coordination, flexibility, and execution.
- Musicality: The dancer's ability to hear, interpret, and express the music through dance. Rhythm, accents, textural layers, and emotional expression of the music.
- Originality: Uniqueness of style, improvisational skills, creativity in creating new combinations and movements, charisma, confidence, and presentation.

7.4. Technical Support

- Devices: Judges use tablets or smartphones with pre-installed specialized judging applications.
- Interface:

For qualifying: The screen displays a fader with a digital scale (0–100 or 0–10), which the judge moves to assign a score, or a field where the judge can enter a score.
For battles: Criteria are displayed as scales or buttons, allowing judges to assign advantage in specific criteria to one of the competing breakers.
All votes and scores are transmitted in real time to a central server (operator's computer), which immediately aggregates the data, displays the results on screens for the audience, and saves all statistics for subsequent analysis.

7.5. Deductions by Judges:

7.5.1. Falls

A mistake that reduces the quality of the executed element, resulting in signs of loss of physical control. It may lead to a clear interruption of the movement being performed.

7.5.2. Misbehavior

Athletes must refrain from clearly obscene, vulgar, racist, offensive, degrading, sexual, or violent gestures and actions. A third violation of this type results in disqualification. The judges must determine whether the misbehavior warrants disqualification, and all disqualification decisions are made by the Head Judge only upon a final majority vote of the judges.

7.5.3. Physical contact

Minor violation: Intentional, non-accidental physical contact. Repeated violations of this type may be considered a serious violation. Serious violation: Intentional, non-accidental, aggressive physical contact. Results in disqualification. The Head Judge must determine whether the behavior warrants disqualification, and all disqualification decisions are made by the Head Judge.

7.5.4. Repeat

Judges must evaluate the ability of participants to demonstrate a diverse range of movements throughout the competition.

8. COMPETITION VENUE REQUIREMENTS

The competition venue must provide convenience for the preparation and performance of participants, the work of the judging, and the accommodation of spectators in the hall.

The sports facility hosting the competitions must designate the following areas and rooms:

- Performance area (dance floor).
- Athlete registration area.
- Work area for the registration and judging system scrutineers.
- Warm-up room for athletes.
- Judging room.
- Information display area (noticeboard, screens).

8.1. Performance area requirements

- The size of the performance area for the breaking disciplines “Breaking Solo”, “Breaking Duos”, “Breaking Mixed Duos”, “Breaking Crews” must be at least 5m x 5m or 5m in diameter.

- The size of the performance area for the breaking discipline “Breaking Division Crews” must be at least 6m x 6m or 6m in diameter.

8.2. Athlete registration area requirements

- The registration area, managed by the registration and judging system scrutineers headed by the Head judge, must ensure convenient registration for competition participants.

- This area must be separate from the performance stage.

- It must be equipped with the necessary hardware to support the work of the registration team.

8.3. Work area for the registration and judging system scrutineers

- The work area for the registration and judging system scrutineers must be located in close proximity to the competition stage.

- It must be equipped with the necessary hardware for the judging system scrutineers' work.

- Access to this area during competitions is restricted to members of the registration and judging system scrutineers, the Head Judge, Supervisor and organizers only.

8.4. Athlete warm-up room requirements

- The warm-up room is intended for athlete preparation and rest between competition rounds.

- It must be equipped with changing facilities for the athletes.

8.5. Judging room requirements

- The room for the Judges is intended for meetings of the judges, as well as for their meals, rest, and breaks.

- Access to this room is prohibited for anyone other than the Judges, Head Judge, Supervisor, judging system scrutineers, and organizers. No one is allowed to enter this room during the competition or breaks without the permission of the Head Judge.

8.6. Information display

Information regarding the tournament progress (on noticeboards, screens) must be displayed in a separate area visible to participants, coaches, and team representatives.

8.7. Competition organizing committee

The competition organizing committee (hereinafter – the Organizing Committee) is formed by the organizers.

Composition of the Organizing Committee:

- Organizer.
- Supervisor.
- Head Judge.
- Judging system scrutineer.
- MCs
- DJs

The Organizing Committee may be expanded as needed and at the discretion of the Supervisor.

9. DRESS REGULATIONS

The competitor's attire must be safe, hygienic, and not restrict movement. The athlete's appearance must correspond to the sporting spirit and the principles of fair play. Female athletes, Juveniles, Juniors, Youth, and Adults must wear a sports top under a T-shirt.

9.1. Prohibited items

The use of the following items and substances is strictly prohibited:

- Costumes associated with underwear or swimwear.

- Application of oily substances (body oil) or an excessive layer of body paint or makeup, which could create a slippery surface and lead to unsafe conditions for the athlete themselves or their opponent.

- Use of any foreign objects (props), such as chairs, balls, canes, chains, non-sporting headwear (bowler hats, top hats), and other accessories that are not an integral part of athletic clothing.

9.2. Handling of clothing during performance

- It is prohibited to undress completely to underwear during the round.
- Interaction with costume elements (e.g., adjusting, moving, or removing headwear, jackets, gloves) is permitted, provided these actions are part of the choreographic presentation and do not violate safety rules.
- It is prohibited to use any elements of clothing or accessories as props to throw, swing, or direct them in any aggressive manner towards an opponent, spectators, the MC, or judges.

9.3. Consequences of violations

Failure to comply with this section of the Rules will result in penalties, including a warning, a score reduction from the judges, or immediate disqualification at the discretion of the Head Judge.

10. GRANTING OF COMPETITIONS

The right to organize any Breaking competition under the WFADS auspices shall be approved by the WFADS Presidium and included in the WFADS Calendar of events. The competition regulations, detailing all aspects of the event's must be submitted to the WFADS Presidium for official approval.

11. FINANCIAL OBLIGATIONS OF THE ORGANIZER

11.1. The Organizer shall be responsible for travel arrangements of the Supervisor, Head Judge, judges, MCs, DJs, judging system scrutineers.

11.2. The minimum requirements shall be covered by the Organizer:

- Flight tickets (economy class) or railway tickets from the country of residence to the city where the competition is organized.
- Hotel accommodation with breakfast included for the competition days and two extra days (arrival/departure).
- Transfer from the airport to the hotel, transfer from the hotel to the airport.
- Dinner at the day of arrival in the hotel.
- Lunch and dinner on the competition days at the venue.
- Reimbursement of the visa expenses if applicable.
- Granting fee.